



Gary Gygax Q&A: Part XI

Printable View

Show 20 post(s) from this thread on one page

Page 1 of 26 1 2 3 4 5 6 7 8 9 10 11 ... Last

Col_Pladoh

Thursday, 6th July, 2006, 05:54 PM

Gary Gygax Q&A: Part XI

Thus begins the eleventh of this series :eek:

Cheers,
Gary

Steverooo

Thursday, 6th July, 2006, 07:36 PM

And the soon-to-be-archived [Part X](#) is [here](#).

So, is Yggsburgh the "Be a Collaborator" deal from [Legends](#)?

grodog

Thursday, 6th July, 2006, 07:37 PM

Hello Gary :D

I was reading through some of our old letters from the NIPi days. In there, as well as in the NIPi "Realms of Adventure" newsletter, you mentioned various projects that never came to pass, due to NIPi's funding vanishing.

Which of your unfinished projects (from NIPi or elsewhere, for that matter) would most like to complete?

Also, unrelatedly, how was the Lake Geneva Convention?

Thanks, as always, for spending time to share your thoughts and wisdom with us :D

Quasqueton

Thursday, 6th July, 2006, 08:49 PM

Mr. Gygax, I have some questions for you regarding early adventure design. Was there a such concept as "adventure design theory", or an "adventure design philosophy" at TSR?

When you created such as the Moathouse of *The Village of Hommlet* and the Caves of Chaos of *The Keep on the Borderland*, did you use a pattern or formula in any way for determining the challenge levels or treasure rewards? Or did you place monsters and treasure by "feel"? Were there guidelines for module authors for AD&D, or did everyone create by "feel"?

For instance, did you intentionally place enough treasure in those two adventures to let PCs advance up to level 3 (1 gp = 1 xp), or did you place treasure as you thought just fit the scenario? Was the end result (level advancement-wise) as you wanted and designed, or did you not worry about how it worked out (level advancement-wise)?

Also, I know the *Tomb of Horrors* and the *Against the Giants* series were originally tournament modules – did you (or anyone) alter them from their tournament style for general publication? I mean, alter the adventure itself (not just artwork or format). Or is its general publication exactly how it appeared in tournament use? (I know the *Slavers* series was altered and added to for general publication.)

Thank you.

Quasqueton

Col_Pladoh

Thursday, 6th July, 2006, 09:12 PM

Quote:

Originally Posted by **Steverooo**

And the soon-to-be-archived [Part X](#) is [here](#).

So, is Yggsburgh the "Be a Collaborator" deal from [Legends](#)?

No sir:)

The Town of Yggsbuurgh is part of small-sized campaign setting of an area of some 1,500 square miles. I did it in a year's time, and it is for the C&C RPG. The collaborator portion was in regards to 19 sectors comprising the walled town of 40K plus inhabitants and the five suburban areas with another 5K or so population. With some 16 different designers lending their talents to the base work and copious motes I supplied, each of the districts/quarters of Yggsburgh will have its own unique feel and personality--even though a couple of the designers have doubled up, and one is doing four of these modules.

About eight of the 25 are finished, and the lot should be completed and turned over by the end of the year. Jon Creffield, the content editor, has turned in three, and with the single one I edited, the Trolls now have four. I believe they will release these modules in batches of four, initially as

PDFsbeginning sometime this year.

Cheers,
Gary

Col_Pladoh

Thursday, 6th July, 2006, 09:25 PM

Quote:

*Originally Posted by **grodog***

Hello Gary :D

I was reading through some of our old letters from the NIPi days. In there, as well as in the NIPi "Realms of Adventure" newsletter, you mentioned various projects that never came to pass, due to NIPi's funding vanishing.

Which of your unfinished projects (from NIPi or elsewhere, for that matter) would most like to complete?

Also, unrelatedly, how was the Lake Geneva Convention?

Thanks, as always, for spending time to share your thoughts and wisdom with us :D

Howdy!

Actually, I had just begun to develop the *Dangerous Journeys* RPG system when New Infinities went under. so that I managed to finish in part. Nothing else from then is still hanging about in the old files :cool:

As for unpublished/unfinished stuff I've done since then, there is a fair amount. The Trolls are going to do my *King of England - King of France* strategy boardgame sometime in a year or so I hope. I have another pair of boardgames that I would like to see published, although the large family "monster hunter" game has a lot of cards and a big board, so... the other is a social class game that is pretty amusing, often funny when played to the hilt. In addition I have several games designed for the PC--mostly historical or semi-historical strategy and/or tactical builders involving some combat and economics. One from 1996 is a MMP contemporary horror stpe that is still about at the cutting edge of available technology. It seems that I demanded way too much back then. That's about all the detail I want to go into here :uhoh:

As for my participation here, welcome! i enjoy the fellowship.

Cheers,
Gary

Geoffrey

Friday, 7th July, 2006, 04:51 PM

Gary, are there any plans to publish Lejendary AsteRogues Fantastical Science RPG?

Also, how closely tied are the rules to the setting? How easily could I use the AsteRogues rules in a different setting (say, a large-scale setting encompassing a different galaxy)?

Col_Pladoh

Friday, 7th July, 2006, 05:32 PM

Quote:

*Originally Posted by **Geoffrey***

Gary, are there any plans to publish Lejendary AsteRogues Fantastical Science RPG?

Also, how closely tied are the rules to the setting? How easily could I use the AsteRogues rules in a different setting (say, a large-scale setting encompassing a different galaxy)?

Greetings Geoffrey,

Jon Creffield is working on the development of the initial campaign module for the LAR game I wrote, a large space station, but that is now on a back burner because of the work on the Yggsburgh Town and Suburbs Detail Modules. However, I have been polishing the LM's volumes a bit, and Jerry Leonard, the chap that is doing the flags for the project has supplied several useful tables we have included in the mss. Only the Trolls can give an estimate of when the genre expansion for the LA RPG system will be published.

Note that the Lejendary AsteRogues RPG is Fantastical Science, not Science Fiction of hard or even soft sort. It is aimed at play within the solar system and then slow expansion to nearby stars' systems. As it is, the setting is so filled with material that I believe that an active LM and large group could spend 20 years of intense play and by no means exhaust the possibilities existing in the basic material.

That said, Jerry Leonard is also working on the development of a SF genre expansion for the LA game system, that a general rules set that will be applicable to many settings, including a couple that I have created. This is likely the sort of game you are seeking rather than a combination of the age of sail with super science.

Cheers,
Gary

Geoffrey

Friday, 7th July, 2006, 05:48 PM

Thanks for the information, Gary. :) I'm right with you on the "fantastical science" rather than science fiction angle. I'd like to run a massive milieu of entire galaxies chock full of both high magic and high technology, without there necessarily being a clear distinction between the two. I envision galactic dwarven empires, galactic wylf empires, etc., all complete with all the magic and monsters from the LA rules plus starships,

robots, etc. Plus, of course, "magical technology" that could never exist in reality. I think the LA rules would be the perfect fit for this type of huge, science-fantasy, intergalactic setting.

Of course, I'm also excited about Castle Yggsburgh. Too bad you don't have 100 hours in the day. :D

Erekose

Friday, 7th July, 2006, 06:07 PM

Hi Gary!

I have this vague memory from the mid-1980s when there was word of a new supplement, a 2nd *Unearthed Arcana*?, for AD&D which would include new classes like the Mountbank (and others which I'm afraid my aging brain can't remember). Presumably this changed and the second edition was developed instead (which to be honest is when I lost interest in RPGs - I've only returned relatively recently).

Any way, I wondered if (a) this was true and (b) if it was how far did you get in the development of the new classes as I'd love to see some new (?) material from you for AD&D.

Sorry for being so vague but we are expecting our 2nd baby any day now and we aren't getting much sleep :confused: !

Also, apologies if this has been asked before!!!

Beckett

Friday, 7th July, 2006, 06:20 PM

Quote:

*Originally Posted by **Col_Pladoh***

The Trolls are going to do my King of England - King of France strategy boardgame sometime in a year or so I hope.

That sounds interesting. Hundred Years War period? Anything you can tell us beyond the name?

Col_Pladoh

Friday, 7th July, 2006, 07:28 PM

Quote:

*Originally Posted by **Geoffrey***

Thanks for the information, Gary. :) I'm right with you on the "fantastical science" rather than science fiction angle. I'd like to run a massive milieu of entire galaxies chock full of both high magic and high technology, without there necessarily being a clear distinction between the two. I envision galactic dwarven empires, galactic wylf empires, etc., all complete with all the magic and monsters from the LA rules plus starships, robots, etc. Plus, of course, "magical technology" that could never exist in reality. I think the LA rules would be the perfect fit for this type of huge, science-fantasy, intergalactic setting.

Of course, I'm also excited about Castle Yggsburgh. Too bad you don't have 100 hours in the day. :D

Yuppers, I do understand ;) First the Fantastical Science, then the relatively hard SF, and then, using the two genres as bases, a good Science Fantasy can built.

The LAR game does have Psychogenic Ability, wierd space creatures, and talking organic computers as well as super engines that warm astral body cores, alter gravity and axial tilt, screen oubjects and undesired radiation out, screen in desirable radiation and also give forth electroluminesent light, and there are terraforming engines, element converters and compounders as well. All set in a solar system teeming with great powers, lesser ones, malign groups, pirates and slavers inhabiting planets, moons, and the many asteroids on the inner belt and the Trans-Saturnian one as well. Of course there are two more planets, the one furthest out at the verge of the Kupper Belt inhabited by strange menacing aliens with intersteller drive in their ships:eeek:

Cheers,
Gary

Quasqueton

Friday, 7th July, 2006, 07:31 PM

Did you miss my questions above, Col_Pladoh, in post #4?

<http://www.enworld.org/showpost.php?...51&postcount=4>

Quasqueton

Col_Pladoh

Friday, 7th July, 2006, 07:34 PM

Quote:

*Originally Posted by **Erekose***

Hi Gary!

*I have this vague memory from the mid-1980s when there was word of a new supplement, a 2nd *Unearthed Arcana*?, for AD&D which would include new classes like the Mountbank (and others which I'm afraid my aging brain can't remember). Presumably this changed and the second edition was developed instead (which to be honest is when I lost interest in RPGs - I've only returned relatively recently).*

Any way, I wondered if (a) this was true and (b) if it was how far did you get in the development of the new classes as I'd love to see some new (?) material from you for AD&D.

Sorry for being so vague but we are expecting our 2nd baby any day now and we aren't getting much sleep :confused: !

Also, apologies if this has been asked before!!!

Howdy Erekoze,

No problem, and I'll answer as best as I can ;)

I was indeed planning a revised edition of the AD&D game with several new classes included. that never came to fruition, of course, as I parted ways with TSR at the end of 1985. As my settlement agreement forbade me to do anything pertaining to D&D or AD&D, I scrapped whatever notes I had for the revision. Under the circumstances I have no further comment on what I planned.

The 2nd Edition of AD&D was done after I left the company, and I had nothing to do with it.

Children are marvelous, even if they do disrupt most everything and demand a lot of time. Enjoy the blessing :D

Cheers,
Gary

Col_Pladoh

Friday, 7th July, 2006, 07:46 PM

Quote:

*Originally Posted by **Beckett***

That sounds interesting. Hundred Years War period? Anything you can tell us beyond the name?

Thanks!

Indeed, I am not keeping this a secret. I was playing a test version of the KoE-KoF game at various cons about 10 years or so back :lol:

The game is for 2 to 5 players, best with 5. It covers the time of the 100 Years War, but it is not a military game, but rather an historically based strategy card game played on a mapboard. Each player in the game has something to do each time one of the five participants acts during a turn. There are up to 15 turns in a game, although there can be a winner sooner. The two major powers are the Angevin Empire (going firsthand with the most cards in hand) and France (playing last in a turn and with the second largest playing hand). The other players represent Flanders, Savoy, and Toulouse. As Toulouse is out of play near the end of the game because of the Cathar Crusade against it, its otherwise favorable board position is balanced.

Essentially all the players act, in turn, to further their aims and thwart those of their adversaries, even as they must trade cards with them to be able to act efficiently.

Any of the five countries can win. If none manages a victory by the end of play, France wins automatically.

Cheers,
Gary

Col_Pladoh

Friday, 7th July, 2006, 07:58 PM

Quote:

*Originally Posted by **Quasqueton***

Did you miss my questions above, Col_Pladoh, in post #4?

<http://www.enworld.org/showpost.php?...51&postcount=4>

Quasqueton

Ciao Quasqueton,

Yes, I did miss your post. Perhaps that occurred because of a subconscious blind spot. The fact is I don't talk shop details online...or even in seminars at conventions. That is reserved for those designers I am working with creatively. The main reason for that is that I tend to create spontaneously, go back and alter, add, and polish, if I like the work, after it is done in rough draft;)

That said, I can respond in regards to design theory at TSR. When I was there no such formula was advocated. It was expected that the author of an adventure would create best when creating freely.

The ToH and G-D series were originally created strictly for the players in my campaign, including co-DM Rob Kuntz.

Cheers,
Gary

Quasqueton

Friday, 7th July, 2006, 08:27 PM

Quote:

The fact is I don't talk shop details online...or even in seminars at conventions.

I can understand this, but I wasn't looking for details. I was asking just if there was a general philosophy/theory/guidelines for adventure design

in the "early days". And you've answered that question – you (and everyone) generally designed "freestyle".

Quote:

The ToH and G-D series were originally created strictly for the players in my campaign, including co-DM rob Kuntz.

Were the tournament adventures and the published versions of the adventures the same as your campaign versions?

Thanks.

Quasqueton

Treebore

Friday, 7th July, 2006, 08:40 PM

There is a lot to be said for freestyle. Freestyle allows you to say, "Ooh!! Thats a cool idea! Lets make it happen!" Where a formulated approach all to often has this happen: "Oooh!! Thats a cool idea! But it can't happen because rules x,y, and z of game/adventure design says it can't. Darn! That would have been a cool idea!"

I much prefer the "Lets make it happen!"

Col_Pladoh

Friday, 7th July, 2006, 08:52 PM

Quote:

*Originally Posted by **Quasqueton***

...

Were the tournament adventures and the published versions of the adventures the same as your campaign versions?

Thanks.

Quasqueton

Ciao,

There was little change from the campaign version of the modules in the published versions--added pregen characters is about all as I recall.

Cheers,
Gary

Col_Pladoh

Friday, 7th July, 2006, 08:54 PM

Quote:

*Originally Posted by **Treebore***

There is a lot to be said for freestyle. Freestyle allows you to say, "Ooh!! Thats a cool idea! Lets make it happen!" Where a formulated approach all to often has this happen: "Oooh!! Thats a cool idea! But it can't happen because rules x,y, and z of game/adventure design says it can't. Darn! That would have been a cool idea!"

I much prefer the "Lets make it happen!"

Treebore, I quite agree.

Formula writing is mediocre. Spontaneous creativity can be dreadful or masterful ;)



Gary Gygax Q&A: Part XI

Printable View

Show 20 post(s) from this thread on one page

Page 2 of 26 ◀ First ◀ 1 2 3 4 5 6 7 8 9 10 11 12 ... ▶ Last ▶▶

Treebore

Friday, 7th July, 2006, 09:26 PM

Plus the dreadful are often good for a laugh. Or two.

Col_Pladoh

Friday, 7th July, 2006, 09:56 PM

Quote:

*Originally Posted by **Treebore***

Plus the dreadful are often good for a laugh. Or two.

:lol:

Back in the late 1970s there was a fanzine titled *The Apprentice* that ran a module called "The Pigeon Cliffs of Mentadora." It was hysterically funny, although it was meant to be serious. For example, the giant pigeons, tumbler, homing, etc. caged there each ate "an orc a day." Poor birds...there wasn't an orc to be found anywhere in the whole module.

I panned it as being most amusing but dumb in *Dragon* magazine, naming the publication. I was informed that the fanzine sold about three times as many copies next issue, and the back inventory of the "pigeon" issue sold out completely immediately after my review appeared in print. The publisher and author of the module in the zine wouldn't speak to me despite the benefit I brought to his enterprise :eek:

Cheers,
Gary

genshou

Friday, 7th July, 2006, 10:06 PM

Quote:

*Originally Posted by **Col_Pladoh***

I panned it as being most amusing but dumb in Dragon magazine, naming the publication. I was informed that the fanzine sold about three times as many copies next issue, and the back inventory of the "pigeon" issue sold out completely immediately after my review appeared in print. The publisher and author of the module in the zine wouldn't speak to me despite the benefit I brought to his enterprise :eek:

Funny how these things work in the opposite way you intended them to! :lol:

Speaking of adventures, have you used any of the free 3.x adventures available on the WotC site, and if so, what are your opinions on their quality? I'm especially interested in hearing what you think of Wreck Ashore, if you're familiar with it.

EricNoah

Friday, 7th July, 2006, 10:07 PM

Quote:

*Originally Posted by **Col_Pladoh***

Thus begins the eleventh of this series :eek:

*Cheers,
Gary*

Gary, it's great to see you here, as always! :)

Eric Noah

Steverooo

Friday, 7th July, 2006, 10:09 PM

Quote:

*Originally Posted by **Steverooo***

So, is Yggsburgh the "Be a Collaborator" deal from Legends?

Quote:

*Originally Posted by **Col_Pladoh***

No sir:)

Okay, so what was it? Something that never happened? Something still in the works? What?

genshou

Friday, 7th July, 2006, 10:11 PM

Quote:

*Originally Posted by **EricNoah***

Gary, it's great to see you here, as always! :)

Eric Noah

It really is! I never in my wildest dreams would have imagined seeing the *Father of the Game* so involved in an online community... and then I heard about these threads. :eek:

gideon_thorne

Friday, 7th July, 2006, 10:18 PM

Quote:

*Originally Posted by **Steverooo***

Okay, so what was it? Something that never happened? Something still in the works? What?

Its a collaborative series work set in the city of this volume
<http://www.trolllord.com/newsite/zagyg/8050>.

For the Castles & Crusades game.

Steverooo

Friday, 7th July, 2006, 10:28 PM

Quote:

*Originally Posted by **gideon_thorne***

*Its a collaborative series work set in the city of this volume
<http://www.trolllord.com/newsite/zagyg/8050>.*

For the Castles & Crusades game.

No, no, no, no!

I KNOW what Castle Greyhawk/Xagyg/Zagyg/Yggsburgh is (as if Gary's description, above, weren't more than enough for any fool who didn't already know)!

My question is, if the "Be a Collaborator!" deal in Lejends wasn't about Yggsburgh (and Gary has already posted that it was not), then what was THAT all about?!?

Keep up with me, here! :D

Col_Pladoh

Friday, 7th July, 2006, 10:52 PM

Quote:

*Originally Posted by **genshou***

Funny how these things work in the opposite way you intended them to! :lol:

Oops!

Sorry, I didn't mean to give the wrong impression there. I mentioned the name of the fanzine so as to make up for the panning by publicizing it. If I mean to truly smoke something I never mention it by name or even hint at that... :lol:

Quote:

Speaking of adventures, have you used any of the free 3.x adventures available on the WotC site, and if so, what are your opinions on their quality? I'm especially interested in hearing what you think of Wreck Ashore, if you're familiar with it.

Ah well, another dud response.

As I don't play 3E, sometimes play OAD&D (or the C&C game) but usually play the *Legendary Adventure* skill-bundle-based rules light system, I can be of no assistance regarding this matter :)

Cheers,
Gary

Col_Pladoh

Friday, 7th July, 2006, 10:53 PM

Quote:

*Originally Posted by **EricNoah***

Gary, it's great to see you here, as always! :)

Eric Noah

Thanks Erik!

Just stay away from my +1 mace :lol:

Cheers,
Gary

Col_Pladoh

Friday, 7th July, 2006, 11:06 PM

Grodog:

Sorry I missed answering your query regarding the second LGGC here. It was a very good gathering--not overcrowded, relaxed, friendly, and fun. I ended up Lejend Mastering for three different groups of seven or eight players here on my front porch each day. Of course we had the pre-con porch party here Thursday evening and night, and there were gamers gathered here each night of the con, including a near dead-dog group sunday night. I was pretty tired and had to shoo away a few holdovers on Monday evening as I sat out on the porch with my beer :lol:

Steveroo:

The link to *Lejends* is not functioning, and I must have misunderstood the question too... I don't recall the "Be a Collaborator" piece in the zine. Please refresh my memory. Obviously there wasn't much response to it or I would likely recall the matter :confused:

Cheers,
Gary

genshou

Friday, 7th July, 2006, 11:21 PM

Quote:

*Originally Posted by **Col_Pladoh***

Oops!

Sorry, I didn;t mean to give the wrong impression there. I mentioned the name of the fanzine so as to make up for the panning by publicizing it. If I mean to truly smoke something I never mention it by name or even hint at that... :lol:

Oh, ok. That's still kind of funny how things worked out, though. Just not quite as much.

Quote:

Ah well, another dud response.

As I don't play 3E, sometimes play OAD&D (or the C&C game) but usually play the Lejendary Adventure skill-bundle-based rules light system, I can be of no assistance regarding this matter :)

*Cheers,
Gary*

Oh, I thought maybe you might have played 3E from time to time seeing as you are who you are, but I can certainly understand why you'd stick with the older editions. :)

Hmm, maybe you should join my online campaign. :p
(I'm joking, of course. That game is officially on hiatus until I can get a consistent work schedule. When it gets going again, though... maybe. Heheh.)

Don't worry Gary, there'll be more questions coming your way soon enough, of that I am certain. :]

smootrk

Friday, 7th July, 2006, 11:26 PM

G'day Gary,

I think it is a shame that the agreements you entered into keep you from being able to participate fully with the current incarnations of the game, or even the older, out-of-print materials that were produced by other now-defunct gaming companies. Have you attempted or even considered contacting the current IP holders, in order to re-negotiate terms or otherwise relax the conditions of your agreements?

It would be novel to see your credits on some products from WOTC, especially when it comes to the Greyhawk material, or even to see an all new 'official' Advanced Dungeons & Dragons (as in 1st edition) set of resources surface with your stamp on it.

Treebore

Friday, 7th July, 2006, 11:33 PM

Well OSRIC may not have Gary's official stamp on it, but it is a "door" for new 1E rules based stuff to be done again, if it holds up to legal scrutiny and WOTC doesn't decide to tie it up in years of court battles. So since it is essentially 1E in the d20 OGL world it by default has Gary's stamp on it.

gideon_thorne

Friday, 7th July, 2006, 11:53 PM

There's always Castles and Crusades for viable, in print, source material for original stylistic gaming and Castle Zagyg being written for it. ^_~`

genshou

Friday, 7th July, 2006, 11:55 PM

Quote:

*Originally Posted by **smootrk***

G'day Gary,

I think it is a shame that the agreements you entered into keep you from being able to participate fully with the current incarnations of the game, or even the older, out-of-print materials that were produced by other now-defunct gaming companies. Have you attempted or even considered contacting the current IP holders, in order to re-negotiate terms or otherwise relax the conditions of your agreements?

It would be novel to see your credits on some products from WOTC, especially when it comes to the Greyhawk material, or even to see an all new 'official' Advanced Dungeons & Dragons (as in 1st edition) set of resources surface with your stamp on it.

That would be cooler than cool.

airwalkrr

Saturday, 8th July, 2006, 12:11 AM

Quote:

*Originally Posted by **smootrk***

G'day Gary,

I think it is a shame that the agreements you entered into keep you from being able to participate fully with the current incarnations of the game, or even the older, out-of-print materials that were produced by other now-defunct gaming companies.

From what I know, Gary did author some Gord the Rogue novels after the fact. Plus, I believe he also collaborated in the Dungeon update of Mordenkainen's Fantastic Adventure, "Maure Castle." He also recently did some Gord fiction for Dragon. Correct me if I'm wrong on any of this, Gary.

As an aside, how do you pronounce Yggsburgh?

Col_Pladoh

Saturday, 8th July, 2006, 12:16 AM

Quote:

*Originally Posted by **genshou***

Oh, ok. That's still kind of funny how things worked out, though. Just not quite as much.

Oh, I thought maybe you might have played 3E from time to time seeing as you are who you are, but I can certainly understand why you'd stick with the older editions. ;)

*Hmm, maybe you should join my online campaign. :p
(I'm joking, of course. That game is officially on hiatus until I can get a consistent work schedule. When it gets going again, though... maybe. Heheh.)*

Don't worry Gary, there'll be more questions coming your way soon enough, of that I am certain. :]

Heh,

I did play 3E in playtesting my sons' d20 module the *Lost City of Gaxmoor*...

As for online play, not a chance. I am lucky to get in a thursday night game here, play boardgames at son Ernie's place on Monday afternoons :\

Cheers,
Gary

smootrk

Saturday, 8th July, 2006, 12:19 AM

Quote:

*Originally Posted by **airwalkrr***

From what I know, Gary did author some Gord the Rogue novels after the fact. Plus, I believe he also collaborated in the Dungeon update of Mordenkainen's Fantastic Adventure, "Maure Castle." He also recently did some Gord fiction for Dragon. Correct me if I'm wrong on any of this, Gary.

As an aside, how do you pronounce Yggsburgh?

I am aware of some of this, but they are endeavors that are clearly not center-stage type products (as far as WotC products or official D&D product lines go).

My real question is whether you (Gary) have tried to have some/all of the restrictions lifted so that you can participate fully with the new incarnations of the game. You definitely seem to be the 'Stan Lee' of TSR/WotC.

Col_Pladoh

Saturday, 8th July, 2006, 12:21 AM

Quote:

*Originally Posted by **smootrk***

G'day Gary,

I think it is a shame that the agreements you entered into keep you from being able to participate fully with the current incarnations of the game, or even the older, out-of-print materials that were produced by other now-defunct gaming companies. Have you attempted or even considered contacting the current IP holders, in order to re-negotiate terms or otherwise relax the conditions of your agreements?

It would be novel to see your credits on some products from WOTC, especially when it comes to the Greyhawk material, or even to see an all new 'official' Advanced Dungeons & Dragons (as in 1st edition) set of resources surface with your stamp on it.

That's an "Ah Well, water under the old bridge," sort of thing.

As WotC has licensed out AD&D, there's no chance that I'll be creating anything for that game system. However, the C&C game is under the OGL, and i have written some material for it ;)

My main interest is actually the skill-bundle-based, rules light RPG I put together from c. 1997-2000, the *Legendary Adventure* system. I am tinkering with genre expansion material for it currently, aided by several other designers :D

Cheers,
Gary



Gary Gygax Q&A: Part XI

Printable View

Show 20 post(s) from this thread on one page

Page 3 of 26 ◀ First ◀ 1 2 3 4 5 6 7 8 9 10 11 12 13 ... ▶ Last ▶▶

haakon1

Saturday, 8th July, 2006, 12:22 AM

Quote:

*Originally Posted by **Treebore***

Plus the dreadful are often good for a laugh. Or two.

Or a shudder . . . remembering the "Puppets" adventure from post-Gygax TSR's short-lived Greyhawk line. :(

Col_Pladoh

Saturday, 8th July, 2006, 12:23 AM

Quote:

*Originally Posted by **Treebore***

Well OSRIC may not have Gary's official stamp on it, but it is a "door" for new 1E rules based stuff to be done again, if it holds up to legal scrutiny and WOTC doesn't decide to tie it up in years of court battles. So since it is essentially 1E in the d20 OGL world it by default has Gary's stamp on it.

That sounds a good deal similar to the C&C game :cool:

BTW, I did my best to talk Peter into keeping AD&D alive even as the new D&D game was being released.

Cheers,
Gary

Col_Pladoh

Saturday, 8th July, 2006, 12:27 AM

Quote:

*Originally Posted by **airwalkrr***

From what I know, Gary did author some Gord the Rogue novels after the fact. Plus, I believe he also collaborated in the Dungeon update of Mordenkainen's Fantastic Adventure, "Maure Castle." He also recently did some Gord fiction for Dragon. Correct me if I'm wrong on any of this, Gary.

As an aside, how do you pronounce Yggsburgh?

That's right, and I own the rights to all seven Gord books as well. I was not a collaborator for the update of the MFA module, though. One Gord short story has been run in *Dragon* magazine, and K.E. Bourgoine and I are working on the precis for a second new tale now.

Yggsburgh is pronounced "EGGS-burg" :heh:

Cheers,
E. Gary Gygax

Col_Pladoh

Saturday, 8th July, 2006, 12:29 AM

Quote:

*Originally Posted by **haakon1***

Or a shudder . . . remembering the "Puppets" adventure from post-Gygax TSR's short-lived Greyhawk line. :(

I found the *Castle Greyhawk* module rather silly myself...

:]
Gary

haakon1

Saturday, 8th July, 2006, 12:35 AM

Quote:

*Originally Posted by **smootrk***

You definitely seem to be the 'Stan Lee' of TSR/WotC.

More like the Steve Jobs. Lejendary founder of Apple, kicked out by morons who "just didn't get it", founded his own company (Next), was brought back to save a floundering company and created a miracle comeback.

Well, we can dream about the second half of the story. :heh:

Erekose

Saturday, 8th July, 2006, 01:46 PM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy Erekose,

No problem, and I'll answer as best as I can ;)

I was indeed planning a revised edition of the AD&D game with several new classes included. that never came to fruition, of course, as I parted ways with TSR at the end of 1985. As my settlement agreement forbad me to so anything pertaining to D&D or AD&D, I scrapped whatever notes I had for the revsion. Under the circumstances I have no further comment on what I planned.

The 2nd Edition of AD&D was done after I left the company, and I had nothing to do with it.

Children are marvelous, even if they do disrupt most everything and demand a lot of time. Enjoy the blessing :D

*Cheers,
Gary*

Thanks Gary!

I have to say that our first child, Beth, who is now 3.5yrs old is fantastic. It's amazing how bleak established parents seem to paint the picture of having children (at least that's my experience in the UK) - almost as if it is so obviously such a great thing having children that they can just focus on the bad side. :confused:

Just one final question - were you involved with either the *Dungeoneer's Survival Guide* or the *Wilderness Survival Guide*?

Both were good books on their particular subject but began what I feel was the slippery slope towards the 3E skills and feats system with the introduction of "nonweapon proficiencies". I just wondered if you aproved or didn't aprove of this additional complexity to AD&D? Would your 2E AD&D have introduced a more refined version of this?

Presumably *Lejendary Adventures* would give me a clue but I haven't yet had the opportunity to look at that game. :)

Col_Pladoh

Saturday, 8th July, 2006, 02:54 PM

Quote:

*Originally Posted by **haakon1***

More like the Steve Jobs. Lejendary founder of Apple, kicked out by morons who "just didn't get it", founded his own company (Next), was brought back to save a floundering company and created a miracle comeback.

Well, we can dream about the second half of the story. :heh:

Well, Stan has surely come back with considerable success :lol:

Cheers,
Gary

Col_Pladoh

Saturday, 8th July, 2006, 03:07 PM

Quote:

*Originally Posted by **Erekose***

Thanks Gary!

I have to say that our first child, Beth, who is now 3.5yrs old is fantastic. It's amazing how bleak established parents seem to paint the picture of having children (at least that's my experience in the UK) - almost as if it is so obviously such a great thing having children that they can just focus on the bad side. :confused:

That is something I can not understand either, for to my mind children are just plain marvelous...if often difficult and worrisome :) I would gladly have more--if I were younger :lol:

Quote:

*Just one final question - were you involved with either the *Dungeoneer's Survival Guide* or the *Wilderness Survival Guide*?*

Absolutely not.

Quote:

Both were good books on their particular subject but began what I feel was the slippery slope towards the 3E skills and feats system with the introduction of "nonweapon proficiencies". I just wondered if you aproved or didn't aprove of this additional complexity to AD&D? Would your 2E AD&D have introduced a more refined version of this?

Frankly, I thought them as splat books cranked out to generate revenue, not truly serve the gamer. See below regarding skills.

Quote:

Presumably Lejendary Adventures would give me a clue but I haven't yet had the opportunity to look at that game. ;)

The *Lejendary Adventure* game is skill-bundle-based, rules light, and although it has the same spirit as AD&D, it is quite different, with no character classes, archetypical avatars created by choosing an Order, and otherwise complete freedom to build a game persona of vitrually any sort.

For an example of what I would have done regarding skills in a revsied addition of AD&D, check out the C&C game's skills, for I added those to the rules when I wrote the *Castle Zagyg*, *Yggsburgh* book a couple of years or so back. These are skill bundles also, can be purchased with XPs, and for NPCs some confer levels in class as well as conveying skills.

Cheers,
Gary

ColonelHardisson

Saturday, 8th July, 2006, 07:18 PM

Quote:

*Originally Posted by **Col_Pladoh***
Yggsburgh is pronounces "EGGS-burg" :heh:

I was actually wondering about that. By the way, I just bought Yggsburgh from the Trolls, and am awaiting its arrival in the mail.

Quote:

*Originally Posted by **Col_Pladoh***
I found the Castle Greyhawk module rather silly myself...

Same here. I could forgive it for that, but after waiting for a long time, it was so disappointing to find it wasn't a "real" Castle Greyhawk module that it still leaves a sour taste.

Quote:

*Originally Posted by **Col_Pladoh***
That sounds a good deal similar to the C&C game :cool:

I'd be careful of saying that around the OSRIC loyal. Some of them seem to feel C&C is not a good alternative to AD&D, and only OSRIC will do to satisfy them. Personally, I find the OSRIC project to be quite interesting from the perspective of seeing just how ingenious fans can be when it comes to ensuring something they love survives. I hope it finds success. I also find C&C to be a really nice addition to the spectrum of games with their roots in D&D.

Geoffrey

Saturday, 8th July, 2006, 07:50 PM

Gary, how modular is *Lejendary Adventure*? For example, could the Judge in his LA campaign decide (for example) that sorcery and psychogenics are the only forms of "magic" in his campaign (thus excluding necrourgy, geourgy, etc.)? Would the LA system still work with these elements taken out?

Second, Lunamancer on dragonsfoot wrote:

a 1st and 12th Rank LA Avatar aren't so different in power levels that they can't adventure together. In general, LA has this recurring theme of total access. A starting Mage in LA, for example, can begin play knowing and using even the most power mortal magics, including Heart's Desire (the LA equivalent of Wish). The magic-system is organized a bit differently to allow such choices. Similarly, any monster from Beast of Lejend will be an appropriate challenge for a starting party. I'm not saying you can walk up to anything, fight it, and win. I'm saying that if the LM does decide to toss an elder drake your way, you've got a good sporting chance of running away to tell the tale. The main idea is, you get to play the whole game from day 1. You don't have to wait 'til level whatever to use this nifty spell or to encounter a particularly cool monster.

Does that sound about right? In my opinion, it's a very appealing thing about LA.

Col_Pladoh

Saturday, 8th July, 2006, 08:02 PM

Quote:

*Originally Posted by **ColonelHardisson***
I was actually wondering about that. By the way, I just bought Yggsburgh from the Trolls, and am awaiting its arrival in the mail.

I do hope you will find it interesting!

Quote:

I'd be careful of saying that around the OSRIC loyal. Some of them seem to feel C&C is not a good alternative to AD&D, and only OSRIC will do to satisfy them. Personally, I find the OSRIC project to be quite interesting from the perspective of seeing just how ingenious fans can be when it comes to ensuring something they love survives. I hope it finds success. I also find C&C to be a really nice addition to the spectrum of games with their roots in D&D.

Understood. I must say, though, that the C&C game is sufficiently suitable in my books to use as the system for a version of the original Greyhawk Campaign as created by me with Rob Kuntz ;)

Cheers.
Gary

ColonelHardisson

Saturday, 8th July, 2006, 08:06 PM

Quote:

*Originally Posted by **Col_Pladoh***

I do hope you will find it interesting!

I look forward to it very much. I think I'll alter some of the place names, if you take my meaning...

Quote:

*Originally Posted by **Col_Pladoh***

Understood. I must say, though, that the C&C game is sufficiently suitable in my books to use as the system for a version of the original Greyhawk Campaign as created by me with Rob Kuntz ;)

Gosh, if something like that were made available for sale, I'd certainly buy it... ;) :lol:

Col_Pladoh

Saturday, 8th July, 2006, 08:12 PM

Quote:

*Originally Posted by **Geoffrey***

*Gary, how modular is *Legendary Adventure*? For example, could the Judge in his LA campaign decide (for example) that sorcery and psychogenics are the only forms of "magic" in his campaign (thus excluding necromancy, geurgy, etc.)? Would the LA system still work with these elements taken out?*

That will work fine, although the LM would have to do a lot of adjusting for creatures that use Extraordinary Abilities.

As an aside, in the *Legendary AsteRogues* FS RPG genre the only "magical" Ability is Psychogenics.

Quote:

Second, Lunamancer on dragonsfoot wrote:

*a 1st and 12th Rank LA Avatar aren't so different in power levels that they can't adventure together. In general, LA has this recurring theme of total access. A starting Mage in LA, for example, can begin play knowing and using even the most powerful mortal magics, including Heart's Desire (the LA equivalent of Wish). The magic-system is organized a bit differently to allow such choices. Similarly, any monster from *Beast of Legend* will be an appropriate challenge for a starting party. I'm not saying you can walk up to anything, fight it, and win. I'm saying that if the LM does decide to toss an elder drake your way, you've got a good sporting chance of running away to tell the tale. The main idea is, you get to play the whole game from day 1. You don't have to wait 'til level whatever to use this nifty spell or to encounter a particularly cool monster.*

Quote:

Does that sound about right? In my opinion, it's a very appealing thing about LA.

Yes, it is on target.

My group of relatively moderate-power Avatars playing in Jon Creffield's *Dance of the Fairy Ring* module managed to slay the slime drake there in only three rounds of combat...by incredible luck. The Avatar attacking it leaped into its pool, struck thrice with his dagger, bypassed the drake's armor all three times by special successes, and rolled two natural 20s for Harm, so both of those blows scored around 30 points each off its Health total.

Of course, there is a lot more that combat involved in the system, and the more experienced Avatars are able to use more Abilities thus as well as deliver more certain hits and greater Harm.

Cheers,
Gary

JohnRTroy

Saturday, 8th July, 2006, 08:13 PM

Geoffrey, there are a few limits to magic in the game that you should be aware of.

1) You only start out using 4 abilities or something like that, IIRC. You can gain more as time goes on, but it's a bit different from having access to an entire spell list like some gamers might be used to.

2) Stronger castings take more time to cast, sometimes the equivalent of 3-4 ABCs (Action Block Counts--equivalent to rounds). So the stronger the spell, the more likely it could be disrupted in combat. Thus, players have to make some important and hard decisions when picking their castings--if they choose the ultra-powerful ones, they might have a lot of trouble casting them in combat.

I wouldn't say EVERY thing in the game is a good "starting monster". There are equivalents of "levels", based on health, protections, and abilities. The "1st rank orders" in the game sort of show you what the ultimate avatars would be.

Still, you have more of a chance to hit the ground running. I'd say starting Avatars are equivalent to mid-level D&D characters. (6-8th level or so).

Col_Pladoh

Saturday, 8th July, 2006, 08:16 PM

John,

That is a good summation :)

Cheers,
Gary

Beckett

Saturday, 8th July, 2006, 08:18 PM

Quote:

*Originally Posted by **Col_Pladoh***

The game is for 2 to 5 players, best with 5. It covers the time of the 100 Years War, but it is not a military game, but rather an historically based strategy card game played on a mapboard. Each player in the game has something to do each time one of the five participants acts during a turn. There are up to 15 turns in a game, although there can be a winner sooner. The two major powers are the Angevin Empire (going first with the most cards in hand) and France (playing last in a turn and with the second largest playing hand). The other players represent Flanders, Savoy, and Toulouse. As Toulouse is out of play near the end of the game because of the Cathar Crusade against it, its otherwise favorable board position is balanced.

Essentially all the players act, in turn, to further their aims and thwart those of their adversaries, even as they must trade cards with them to be able to act efficiently.

Any of the five countries can win. If none manages a victory by the end of play, France wins automatically.

You've got a tentative sale in South Dakota, then. Hundred Years War is one of the periods that always grabs my attention (mostly toward the end, spurred on by Europa Universalis 2). A bit of a shame that all the good games work best with 5 players; my boardgame group (focused mostly on the Axis&Allies games) seems to always hover around 4 people.

Col_Pladoh

Saturday, 8th July, 2006, 08:21 PM

Quote:

*Originally Posted by **Beckett***

You've got a tentative sale in South Dakota, then. Hundred Years War is one of the periods that always grabs my attention (mostly toward the end, spurred on by Europa Universalis 2). A bit of a shame that all the good games work best with 5 players; my boardgame group (focused mostly on the Axis&Allies games) seems to always hover around 4 people.

Four will work for the KoE-KoF game ;)

Cheers,
Gary

Barak

Saturday, 8th July, 2006, 08:42 PM

Gary,

Why do you insist on remaining so awesome? Most people who create something that becomes as pervasive as D&D and/or who become such iconic figures become bitter, hard-to-approach hermits. Yet, you persist in remaining approachable, gregarious and full of life. Is this all some sort of ploy to be able to get more souls for some demonic rituals, or perhaps just a derivative of your likeness of good scotch?

Treebore

Saturday, 8th July, 2006, 09:28 PM

I think Gary just knows that life is too much fun to be a sour recluse. Plus you can't be a real gamer if you only game with yourself. ;)

Deuce Traveler

Saturday, 8th July, 2006, 09:45 PM

Gary, I just wanted to mention that my article on the history of computer role-playing games has just come out, since you were interested in the topic when I mentioned it before. If you ever get the time to peruse the work, it was published by the Silven Trumpeter:

All times are GMT +1. The time now is 03:54 PM.

Powered by [vBulletin®](#) Version 4.2.2

Copyright © 2014 vBulletin Solutions, Inc. All rights reserved.

Tynt Script Sponsored by [Information Technology Salary](#)

Credits System provided by [vBCredits II Deluxe \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Custom Navigation provided by [DragonByte Custom Navigation \(Lite\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Super PM System provided by [vBSuper_PM \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

User Alert System provided by [Advanced User Tagging \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Gary Gygax Q&A: Part XI

Printable View

Show 20 post(s) from this thread on one page

Page 4 of 26 ◀◀ First ◀ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 ... ▶ Last ▶▶

Col_Pladoh

Saturday, 8th July, 2006, 09:55 PM

Quote:

Originally Posted by **Barak**

Gary,

Why do you insist on remaining so awesome? Most people who create something that becomes as pervasive as D&D and/or who become such iconic figures become bitter, hard-to-approach hermits. Yet, you persist in remaining approachable, gregarious and full of life. Is this all some sort of ploy to be able to get more souls for some demonic rituals, or perhaps just a derivative of your likeness of good scotch?

:lol: :lol: :lol:

You caught me being a true game geek and dedicated nerd :eek:

The fact is that I love playing games, fellowshiping with others of like mind :D

The booze and other offerings are just a side bene that I also share up with others :cool:

Cheers,
Gary

Col_Pladoh

Saturday, 8th July, 2006, 09:57 PM

Quote:

Originally Posted by **Treebore**

I think Gary just knows that life is too much fun to be a sour recluse. Plus you can't be a real gamer if you only game with yourself. ;)

Just so, amigo!

Cheers,
Gary

Col_Pladoh

Saturday, 8th July, 2006, 09:59 PM

Quote:

Originally Posted by **Deuce Traveler**

Gary, I just wanted to mention that my article on the history of computer role-playing games has just come out, since you were interested in the topic when I mentioned it before. If you ever get the time to peruse the work, it was published by the Silven Trumpeter:

<http://shop.enworld.org/index.php?pr...Release%20News>

Yes indeed:)

I am taking a break from a videotaped interview being shot for the Turner gaming channhe now. when I have some time tomorrow I'll happily read your essay!

Cheers,
Gary

Philotomy Jurament

Saturday, 8th July, 2006, 11:40 PM

Quote:

Originally Posted by **ColonelHardisson**

Same here. I could forgive [Castle Greyhawk] for that, but after waiting for a long time, it was so disappointing to find it wasn't a "real" Castle Greyhawk module that it still leaves a sour taste.

I HATED that module. I was overseas when it came out, but I special-ordered it based on the title. When it arrived, I started reading and couldn't believe it. They'd turned Castle Greyhawk, the premier dungeon of the setting, into a joke. Now, I have nothing against humorous dungeons, but to have a whole thing be a joke was too much. I suppose I was expecting something else, so the disappointment was intense. In any case,

between Castle Greyhawk and modules like "Puppets," "Childs Play," and "Gargoyle" it seemed to me that TSR was sending a pretty un-subtle message, which was "Greyhawk is a joke."

Maybe I'm reading too much into that, I don't know. I do know that I quit buying TSR's Greyhawk material.

Quote:

I'd be careful of saying that around the OSRIC loyal. Some of them seem to feel C&C is not a good alternative to AD&D, and only OSRIC will do to satisfy them...I also find C&C to be a really nice addition to the spectrum of games with their roots in D&D.

I'm all for OSRIC so I can use OSRIC-compatible materials in my C&C game. :) Actually, I doubt many people will *play* "OSRIC" -- AD&D faithful will probably continue to play "AD&D" using OSRIC-compatible supplements. I suppose someone could play "OSRIC" if he didn't have the AD&D rulebooks, though.

Col_Pladoh

Saturday, 8th July, 2006, 11:56 PM

Quote:

*Originally Posted by **Philotomy Jurament***

I HATED that module. I was overseas when it came out, but I special-ordered it based on the title. When it arrived, I started reading and couldn't believe it. They'd turned Castle Greyhawk, the premier dungeon of the setting, into a joke. Now, I have nothing against humorous dungeons, but to have a whole thing be a joke was too much. I suppose I was expecting something else, so the disappointment was intense. In any case, between Castle Greyhawk and modules like "Puppets," "Childs Play," and "Gargoyle" it seemed to me that TSR was sending a pretty un-subtle message, which was "Greyhawk is a joke."

Maybe I'm reading too much into that, I don't know. I do know that I quit buying TSR's Greyhawk material.

I'm all for OSRIC so I can use OSRIC-compatible materials in my C&C game. :) Actually, I doubt many people will play "OSRIC" -- AD&D faithful will probably continue to play "AD&D" using OSRIC-compatible supplements. I suppose someone could play "OSRIC" if he didn't have the AD&D rulebooks, though.

What can I say?

:heh:
Gary

Philotomy Jurament

Sunday, 9th July, 2006, 12:06 AM

Quote:

*Originally Posted by **Col_Pladoh***

What can I say?

:heh:

Yeah. Sorry...had to rant. :)

In any case, I'm very glad that you (and Rob) are putting out *Castle Zagyg*. Yggsburgh is great, and I'm eagerly awaiting the rest of the series (and supporting modules).

Treebore

Sunday, 9th July, 2006, 01:22 AM

My Troll order hasn't arrived yet. So no LA: Essentials, no EGGsburgh, no World Builder, no second copy of M&T, and No Hall of Many Planes. Bummer! :(

ColonelHardisson

Sunday, 9th July, 2006, 02:16 AM

Quote:

*Originally Posted by **Philotomy Jurament***

Now, I have nothing against humorous dungeons, but to have a whole thing be a joke was too much.

Don't get me wrong; I enjoy humor in games also, including entire adventures that are "jokes," for lack of a better term. Dungeonland and Beyond the Magic Mirror are classics of their type. I like a lot of the humor HackMaster injected into both the game and the classic modules. It's just that Castle Greyhawk was supposed to be the *ne plus ultra* of dungeon crawls, based on rumor, speculation, and the glimpses Gary gave us in Dragon and the DMG. To me, making it a humor-based adventure was tantamount to making Temple of Elemental Evil a "joke" module. TSR's Castle Greyhawk was a classic "WTF?" moment in RPG history.

Philotomy Jurament

Sunday, 9th July, 2006, 02:48 AM

Quote:

Originally Posted by **ColonelHardisson**

It's just that Castle Greyhawk was supposed to be the ne plus ultra of dungeon crawls, based on rumor, speculation, and the glimpses Gary gave us in Dragon and the DMG. To me, making it a humor-based adventure was tantamount to making Temple of Elemental Evil a "joke" module. TSR's Castle Greyhawk was a classic "WTF?" moment in RPG history.

Glad I'm not the only one who feels that way about it. When I've mentioned it, before, I tended to get "lighten up" comments. :mad:

Elfdart

Sunday, 9th July, 2006, 03:31 AM

Colonel, did you ever run a "reverse" dungeon where the players had to play the monsters and the DM played the band of adventurers who ruthlessly hunted them down, invaded their lair, killed them and took their treasure?

I'm about to do just that to my group in a mini-campaign. Part One will be a hobgoblin chieftain, a bugbear, a shaman, a witchdoctor and assorted groups of goblinkind bowmen, slingers, and footmen -all given the goal of taking a tower manned by human men-at-arms.

Part two is where the typical band of adventurers comes to do to the goblinoids well, what they usually do. The monsters who kill the most of their enemies, loot the most from their victims and actually survive the assault from the human and demi-human party win the game. Yes, this will encourage the monsters to stab one another in the back as well as their foes. :]

One part of this is a change of pace. Instead of cooperation we have cutthroat competition. The other is for my own education as a DM, since I plan to take note of any clever defenses the players use against the forces of Good and keep them for future reference for this group and others. I've learned some of my best stuff from players, who always come up with things even the smartest DMs never thought of. Turnabout is fair play, after all.

Orius

Sunday, 9th July, 2006, 03:37 AM

Whoa...I was so used to the very long part IX thread that having Part X locked out and achived caught me by surprise! :)

Anyway following up:

Quote:

I hate the "motorcycle helmet law" approach WOTC is taking here. Adventuring means danger, a chance to get killed without bubble-wrap over all the sharp corners in the dungeon, and DMing means creativity and judgment. By and large, D&D players are smart enough that we don't need child safety locks. It almost seems like they're afraid to get sued if a character is killed. I want the Holodeck Safety Protocols off.

I think there's something some of you long time gamers might be missing here, though. I think WotC is probably aiming a lot of this advice they have on their website for people who are novice players and DMs. One of the purposes of things such as Challenge Ratings, wealth guidelines and so on is to give novice DM a sort of benchmark for how powerful things can be. This way, they don't throw an opponent at a party that wipes them out unexpectedly or give them exceptionally powerful magic items that make the game too easy. We sometimes sit back and complain how they're dumbing the game down while forgetting that novice players and DMs may not be able to judge these things as well as we can.

Erekose

Sunday, 9th July, 2006, 09:52 AM

Quote:

Originally Posted by **Col_Pladoh**

... Edit ... For an example of what I would have done regarding skills in a revised addition of AD&D, check out the C&C game's skills, for I added those to the rules when I wrote the Castle Zagyg, Yggsburgh book a couple of years or so back. These are skill bundles also, can be purchased with XPs, and for NPCs some confer levels in class as well as conveying skills.

*Cheers,
Gary*

That's great news Gary!

I bought the *Castle Zagyg, Yggsburgh* book in the recent Troll Lords sale. :D

Now just waiting the slow haul that is the mail service from the USA to the UK!!!

Col_Pladoh

Sunday, 9th July, 2006, 05:11 PM

Quote:

Originally Posted by **Philotomy Jurament**

Yeah. Sorry...had to rant. :)

In any case, I'm very glad that you (and Rob) are putting out Castle Zagyg. Yggsburgh is great, and I'm eagerly awaiting the rest of the series (and supporting modules).

Not a problem here. I actually made a tresponse at the direction of the cameraman that was shooting my interview for the Turner gaming website, after he got a shot of the EN World header, had me scroll down.

Hope that proves to be some good promo for here, as the interview is promarily about the D&D game..

Cheers,
Gary

Col_Pladoh

Sunday, 9th July, 2006, 05:14 PM

Quote:

*Originally Posted by **Treebore***

My Troll order hasn't arrived yet. So no LA: Essentials, no EGGSburgh, no World Builder, no second copy of M&T, and No Hall of Many Planes. Bummer! :(

:\

Being an impatient sort, I truly can empathise...

Rather like waiting for a birthday or Christmas to come, eh?

Cheers,
Gary

Col_Pladoh

Sunday, 9th July, 2006, 05:18 PM

Quote:

*Originally Posted by **ColonelHardisson***

Don't get me wrong; I enjoy humor in games also, including entire adventures that are "jokes," for lack of a better term. Dungeonland and Beyond the Magic Mirror are classics of their type. I like a lot of the humor HackMaster injected into both the game and the classic modules. It's just that Castle Greyhawk was supposed to be the ne plus ultra of dungeon crawls, based on rumor, speculation, and the glimpses Gary gave us in Dragon and the DMG. To me, making it a humor-based adventure was tantamount to making Temple of Elemental Evil a "joke" module. TSR's Castle Greyhawk was a classic "WTF?" moment in RPG history.

ROTF :lol:

Sorry, but your comments were accurate IMO, even as they struck my funny bone. For shame! I should not laugh at another's disillusionment and righteous indignation :uhoh:

Cheers,
Gary

Col_Pladoh

Sunday, 9th July, 2006, 05:27 PM

Quote:

*Originally Posted by **Elfdart***

Colonel, did you ever run a "reverse" dungeon where the players had to play the monsters and the DM played the band of adventurers who ruthlessly hunted them down, invaded their lair, killed them and took their treasure?

I'm about to do just that to my group in a mini-campaign. Part One will be a hobgoblin chieftain, a bugbear, a shaman, a witchdoctor and assorted groups of goblinkind bowmen, slingers, and footmen -all given the goal of taking a tower manned by human men-at-arms.

Part two is where the typical band of adventurers comes to do to the goblinoids well, what they usually do. The monsters who kill the most of their enemies, loot the most from their victims and actually survive the assault from the human and demi-human party win the game. Yes, this will encourage the monsters to stab one another in the back as well as their foes. :]

One part of this is a change of pace. Instead of cooperation we have cutthroat competition. The other is for my own education as a DM, since I plan to take note of any clever defenses the players use against the forces of Good and keep them for future reference for this group and others. I've learned some of my best stuff from players, who always come up with things even the smartest DMs never thought of. Turnabout is fair play, after all.

Hi Elfdart,

The answer to role-reversal is a qualified no, I have never had my players take on the role of monsters, save in the test of the *Hall of Many Panes* module. The group had to assume a variety of different forms in that demi-campaign.

Mining the player group for ideas is certainly a good idea, as many heads are often better than one when looking for new and innovative approaches. Of course, that is one of the uses of well-designed modules...fresh ideas slip into one's own campaign.

My group always castigates a fellow that mentions something I might do, for they know if it is demanding and I hadn't thought of it, the mention will assure the appearance of whatever was spoken of at some point...

Cheers,
Gary

Deuce Traveler

Sunday, 9th July, 2006, 07:45 PM

For humorous games, I liked to throw the old 'Toons' or 'Paranoia' games at experienced players to lighten the atmosphere every blue moon. The one time I tried to throw humor into a fantasy game involved creating a necromancer villian who was way too effeminate and skeletons and zombies that liked to sing and dance. It didn't go too well, something I blame myself for more than the players. It was like watching that train wreck, 'Cable Guy' with Jim Carrie... it couldn't figure out if it was going for macabre/creepy or comedic.

Besides, a normal RPG session has its fair share of humor without forcing any in. Like today, when our thief decided to walk in while under disguise to the secret cultist meeting. This after the paladin (my character) and cleric (my friend) warned him that it was a bad idea, since we had just set off the alarm. He decides to go in anyway, and we ended up having a good laugh as the screaming, wounded thief ran down the tunnel back towards us, being chased by a bunch of cult members. After the cleric, monk, and paladin set-up a defensive line, the thief hid behind us and continued to pluck away at the massed enemy crowd, counting off wounds as he tried to deal out as much as he had taken. Tough battle, but entertaining.

ColonelHardisson

Monday, 10th July, 2006, 01:33 AM

Quote:

*Originally Posted by **Col_Pladoh***

Sorry, but your comments were accurate IMO, even as they struck my funny bone. For shame! I should not laugh at another's disillusionment and righteous indignation :uhoh:

Naw, that's alright. It was all a long time ago. I do remember the anticipation people had for a couple of modules - one being Castle Greyhawk, and the other being whatever was going to follow up the Village of Hommlet. I remember being in bookstores like Waldenbooks in the early 80s, looking at the game section, and watching as strangers searched through it muttering "T2...T2...T2..."

Mark

Monday, 10th July, 2006, 01:53 AM

Remember, less than three weeks until the B-Day of [E. Gary Gygax](#). :)

Treebore

Monday, 10th July, 2006, 03:35 AM

Quote:

*Originally Posted by **Col_Pladoh***

:|

Being an impatient sort, I truly can empathise...

Rather like waiting for a birthday or Christmas to come, eh?

*Cheers,
Gary*

Actually, tomorrow (July 10) is my 40th B-day, and it is highly probable that my books will get here tomorrow. If so, I guess in the end the longish wait will end up being very cool!



Gary Gygax Q&A: Part XI

Printable View

Page 5 of 26 ◀◀ First ◀ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 ... ▶ Last ▶▶

Show 20 post(s) from this thread on one page

Col_Pladoh

Monday, 10th July, 2006, 03:46 PM

Quote:

*Originally Posted by **ColonelHardisson***

Naw, that's alright. It was all a long time ago. I do remember the anticipation people had for a couple of modules - one being Castle Greyhawk, and the other being whatever was going to follow up the Village of Hommlet. I remember being in bookstores like Waldenbooks in the early 80s, looking at the game section, and watching as strangers searched through it muttering "T2...T2...T2..."

:heh:

I hope Rob isn't too slow in getting the parts of Castle Zagyg to me for development. He has a full outline with all the special encounters I think should be in the work keyed to dungeon level. Of course he has the headache of making the new maps based on the old ones, and this time actually having all the the stairs and other means of moving to other levels actually match up... :lol:

Cheers,
Gary

Col_Pladoh

Monday, 10th July, 2006, 03:49 PM

Quote:

*Originally Posted by **Mark***

Remember, less than three weeks until the B-Day of [E. Gary Gygax](#). :)

Shhhh!

At my age things such as birthday anniversaries are better forgotten :eek:

:lol:
Gary

Col_Pladoh

Monday, 10th July, 2006, 03:51 PM

Quote:

*Originally Posted by **Treebore***

Actually, tomorrow (July 10) is my 40th B-day, and it is highly probable that my books will get here tomorrow. If so, I guess in the end the longish wait will end up being very cool!

Speaking of birthdays...

Have a great natal day anniversary, Treebore :D

Here's hoping that the goodies arrive today!

Cheers,
Gary

Col_Pladoh

Monday, 10th July, 2006, 03:57 PM

Ah, and Deuce Traveler...

My crew doesn't find my puns and shaggy dog stories amusing. They keep demanding that I get back to game mastering :]

:confused:
Gary

Mythmere1

Monday, 10th July, 2006, 05:43 PM

Quote:

*Originally Posted by **ColonelHardisson***

I'd be careful of saying that around the OSRIC loyal. Some of them seem to feel C&C is not a good alternative to AD&D, and only OSRIC will do to satisfy them. Personally, I find the OSRIC project to be quite interesting from the perspective of seeing just how ingenious fans can be when it comes to ensuring something they love survives. I hope it finds success. I also find C&C to be a really nice addition to the spectrum of games with their roots in D&D.

:D Actually, I think many of the OSRIC loyal are actually C&C players. No one is actually expected to "play" using the OSRIC rules, it's a platform for publishers. What distinguishes OSRIC is its open license, not the rule-set. It frees up writers to publish material for old-style games. Comparisons with C&C aren't on point; the only relevant distinction is that anyone can publish as "compatible with OSRIC" without permission, but you have to get TLG's permission before you can say that about C&C. Comparing the rule sets misses the point.

BTW, Mr. Gygax, I just got Yggsburgh a couple of weeks ago. It's probably the best-crafted environment for a thieving-based group I have ever seen. Really a work of art in that regard. In fact, the law that you're only guilty of thievery if caught in the act, or else it's just possession of stolen goods -- that one law and the elegant way it solves so many GM dilemmas of handling thieves was worth the price of the book in three or so sentences. The imagery of Big Fish Lake, again, alone, was worth the price. Maps by Darlene: worth the whole price. It's full of real creativity-sparks. That's what I like to buy in RPG products, that wild-flung creativity, or the mind-sparking imagery (Big Fish lake isn't so much out-of-the-box, but MAN did it call up a vivid, adventurous feel that's worth paying for - I made seafood for dinner that night). Obviously, not all of it matches my style of gaming - it's not written for the least common denominator like so much that's being done these days. Anyone who hasn't bought it yet ... should buy it, IMO.

haakon1

Monday, 10th July, 2006, 05:44 PM

Quote:

*Originally Posted by **Philotomy Jurament***

I do know that I quit buying TSR's Greyhawk material.

Luckily for me, I stopped playing D&D sometime after 2nd Edition came out.

My gaming resume:

1981-1988: AD&D, Greyhawk player

1986-1989: Oriental AD&D DM

1988-1991: AD&D & 2nd Edition player, homebrew settings

<gave up on D&D>

1996-2002: AD&D DM running Greyhawk. Just because TSR was lame, didn't mean I couldn't play the original game like it was meant to be played. :)

2002-present: 3e/3.5e DM running Greyhawk

I think 1991-1998 was the nadir for Greyhawk. The revival under Roger Moore in 1998 was pretty good, and WOTC has never intentional "abused" Greyhawk like 2nd Edition TSR seemed to. They are neglecting it now (I'm always peeved when I see WOTC info about where to set adventures in either Faerun or Eberron, but not 'hawk), but they are not tormenting it like the old owners.

haakon1

Monday, 10th July, 2006, 05:51 PM

Quote:

*Originally Posted by **Elfdart***

I'm about to do just that to my group in a mini-campaign. Part One will be a hobgoblin chieftain, a bugbear, a shaman, a witchdoctor and assorted groups of goblinkind bowmen, slingers, and footmen -all given the goal of taking a tower manned by human men-at-arms.

...

Turnabout is fair play, after all.

Indeed. And you can go either way with the attacking/defending fortification stuff.

The best fun I ever had with D&D was having the players (plus lots of 0-level NPCs and a few better ones) defend the Keep on the Borderlands from an army of undead, bandits, and goblinoids. Lots of time and work to run it all, but very rewarding for me and the players. "The dungeon comes to you" is a neat concept to try.

gideon_thorne

Monday, 10th July, 2006, 06:01 PM

Quote:

*Originally Posted by **Mythmere1***

but you have to get TLG's permission before you can say that about C&C.

Indeed. Its a sensible precaution called 'quality content control'. :cool:

Col_Pladoh

Monday, 10th July, 2006, 06:20 PM

Whoa Mythmere1 :D

Your glowing praise for the CYZ book is most heartening! I did indeed put a lot into the work, and it is great to find the effort appreciated.

The town detail modules should give Yggsburgh a feel of urban verisimilitude, as many of the districts are designed by different authors. I hope that will give the community the sort of differing aspect from neighborhood to neighborhood that is common in real cities.

Cheers,
Gary

Col_Pladoh

Monday, 10th July, 2006, 06:23 PM

Quote:

*Originally Posted by **gideon_thorne***

Indeed. Its a sensible precaution called 'quality content control'. :cool:

Not to mention protection of Intellectual Property :cool:

Cheers,
Gary

Mythmere1

Monday, 10th July, 2006, 08:27 PM

Quote:

*Originally Posted by **gideon_thorne***

Indeed. Its a sensible precaution called 'quality content control'. :cool:

This is true: high quality is important to protect a brand name. Slipshod work really damages a for-profit company's reputation. But OSRIC isn't about profit or protecting intellectual property; it's left to the publishers to develop their IP and release or control it as they see fit, it's up to the publishers to maintain the quality of their OSRIC product lines. The thing about OSRIC is that there will be numerous publishers, and more product means more competition (even if it's mainly for reputation), more competition means higher quality - all within the same umbrella system. There will also, likely, be a lot of mediocre or bad material as well. :D

Anyway, OSRIC itself isn't really on topic; I just wanted to turn aside any misconception that there are two "camps;" in terms of using Mr. Gygax's Yggsburgh material, there's really no division.

grodog

Monday, 10th July, 2006, 08:43 PM

Quote:

*Originally Posted by **ColonelHardisson***

Quote:

*Originally Posted by **Col_Pladoh***

That sounds a good deal similar to the C&C game

I'd be careful of saying that around the OSRIC loyal. Some of them seem to feel C&C is not a good alternative to AD&D, and only OSRIC will do to satisfy them. Personally, I find the OSRIC project to be quite interesting from the perspective of seeing just how ingenious fans can be when it comes to ensuring something they love survives. I hope it finds success. I also find C&C to be a really nice addition to the spectrum of games with their roots in D&D.

Hopefully folks will remain civil about the differences between AD&D and OSRIC, C&C and HackMaster and such---these are just games we're talking about, eh? :D

For reference, in case anyone here's curious about OSRIC, you can download it from <http://www.knights-n-knaves.com/osric/> The present version is still being edited, and if you have feedback, feel free to chime in at the discussion thread @ Dragonsfoot @ <http://www.dragonsfoot.org/forums/viewtopic.php?t=18537>

Quote:

*Originally Posted by **Col_Pladoh***

Understood. I must say, though, that the C&C game is sufficiently suitable in my books to use as the system for a version of the original Greyhawk Campaign as created by me with Rob Kuntz ;)

I'm very excited that this project is finally coming to fruition, Gary. Like Jeff, I vividly remember the days of scouring game stores for news and copies of T2, CG1, etc. :D

Is there any chance that you'd consider publishing the original maps and keys, one day, to give us all insight into the earliest origins of the game?

John Drake

Monday, 10th July, 2006, 10:03 PM

Hello Gary!

Now, just to harken back to a couple of posts regarding the creation a second edition for AD&D, back when you were still with TSR: so, when you were thinking about this at the time, was it because you really felt the game needed it or was there some sort of demand from the gaming public at the time? Now, while I did play the 2e that *did* come out, I personally felt it was not a great improvement upon your original

work, in fact, I always thought that a diluting occurred (ranger class being a prime example) and one I never fully understood. Also, I'd like to contribute my comments in regards to the TSR module *Castle Greyhawk*: what a load of rubbish. And in regards to good modules, I really enjoyed *Isle of the Ape*. Great setting and just tons of fun. Thanks! :D

ColonelHardisson

Monday, 10th July, 2006, 11:06 PM

Gary, there is a clip of Stephen Colbert (of Comedy Central's very funny Colbert Report) on a website called You Tube. There is a viewer comment there about Colbert mentioning Gen Con X and his meeting of Len Lakofka made by someone purporting to be you, and I was curious if that commenter was, indeed, you.

Deuce Traveler

Monday, 10th July, 2006, 11:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

Ah, and Deuce Traveler...

My crew doesn't find my puns and shaggy dog stories amusing. They keep demanding that I get back to game mastering :]

*:confused:
Gary*

Of course they do! There's gold in them hills and times-a-wastin'! I have a smart group playing my latest campaign. They avoid much bloodshed by going for the main objective and for as much treasure as they can scrounge up along the way before fleeing. However, the greedy curs also get restless if I get side-tracked.

Col_Pladoh

Tuesday, 11th July, 2006, 01:31 AM

Quote:

*Originally Posted by **grodog***

...

Is there any chance that you'd consider publishing the original maps and keys, one day, to give us all insight into the earliest origins of the game?

All I can say is that is highly doubtful ;)

Cheers,
Gary

Col_Pladoh

Tuesday, 11th July, 2006, 01:36 AM

Quote:

*Originally Posted by **John Drake***

Hello Gary!

Now, just to harken back to a couple of posts regarding the creation a second edition for AD&D, back when you were still with TSR: so, when you were thinking about this at the time, was it because you really felt the game needed it or was there some sort of demand from the gaming public at the time? Now, while I did play the 2e that did come out, I personally felt it was not a great improvement upon your original work, in fact, I always thought that a diluting occurred (ranger class being a prime example) and one I never fully understood.

*Also, I'd like to contribute my comments in regards to the TSR module *Castle Greyhawk*: what a load of rubbish.
And in regards to good modules, I really enjoyed *Isle of the Ape*. Great setting and just tons of fun. Thanks! :D*

Indeed, I wanted make the revised AD&D system more akin to the material in UA, to add a few new character classes, and put in some skills ala those I added in the C&C game so as to make the characters, particularly the NPCs, less cookie-cutter.

As for the *Isle of the Ape*, most of my guys hated it, but I loved that module, as I love the original *King King* motion picture:)

Cheers,
Gary

Col_Pladoh

Tuesday, 11th July, 2006, 01:38 AM

Quote:

*Originally Posted by **ColonelHardisson***

Gary, there is a clip of Stephen Colbert (of Comedy Central's very funny Colbert Report) on a website called You Tube. There is a viewer comment there about Colbert mentioning Gen Con X and his meeting of Len Lakofka made by someone purporting to be you, and I was curious if that commenter was, indeed, you.

Yes, that was me, as I set up the con at the Playboy Club. was responsible for Fritz and Harry Fisher being guests there, and of course knowing

Len Lakofka well.

Cheers,
Gary

Col_Pladoh

Tuesday, 11th July, 2006, 01:40 AM

Quote:

*Originally Posted by **Deuce Traveler***

Of course they do! There's gold in them hills and times-a-wastin'!...

Hot dog!

You are playing my PCs' tune :lol:

Cheers,
Gary

Elfdart

Tuesday, 11th July, 2006, 12:40 PM

Quote:

*Originally Posted by **haakon1***

Indeed. And you can go either way with the attacking/defending fortification stuff.

The best fun I ever had with D&D was having the players (plus lots of 0-level NPCs and a few better ones) defend the Keep on the Borderlands from an army of undead, bandits, and goblinoids. Lots of time and work to run it all, but very rewarding for me and the players. "The dungeon comes to you" is a neat concept to try.

The point of this scenario is to turn the tables on my players. Now *they* will have to defend against adventurers, and with the typical goblinoid weapons at their disposal. They have the whole "storming the enemy stronghold" thing down pat. Now they get a taste of their own medicine. All the tricks they used as PCs will be used by the adventurers coming after their scalps. :]

That's the way our group is. If you come up with some kind of "razzle dazzle" play that sticks it to the enemy, you can bet an enemy will try it on you in the future!

For example, when I was playing, after the seventh or eighth time the dwarf fighter (who was always in front of my human fighter with a longbow) charged into the enemy and ruined my shot, I just decided "Screw it, I'm shooting anyway." and did. I ended up doing this several times and only hit the dwarf once. It was pretty much worth the risk. The next time we played, our party was attacked by a bunch of hobgoblins. Several charged and engaged the party in hand-to-hand while their comrades unleashed dozens of arrows into the melee. They killed and wounded several of their own, but also took down three party members out of eight.

Payback's a b!tch!

Col_Pladoh

Tuesday, 11th July, 2006, 03:55 PM

As General Patton said, that sort of tactic is grabbing the enemy by the nose as you kick his tail.

Cheers,
Gary

francisca

Tuesday, 11th July, 2006, 06:10 PM

Quote:

*Originally Posted by **Erekose****which would include new classes like the Mountbank (and others which I'm afraid my aging brain can't remember).*

Mmmmm.... That's today's Word of the Day on dictionary.com:

mountebank \MOUN-tuh-bank\, noun:

1. A peddler of quack medicine, who stands on a platform to appeal to the audience.
2. A charlatan; a boastful pretender to knowledge or a skill.

Yeah. That has some possibilities.

<gets to work on an OSRIC compatible version>

grodog

Tuesday, 11th July, 2006, 11:51 PM

Hi again Gary---

Quote:

*Originally Posted by **Col_Pladoh****I hope Rob isn't too slow in getting the parts of Castle Zagyg to me for development. He has a full outline with all the special encounters I think should be in the work keyed to dungeon level.*

Does that include the Black Reservoir, by chance?

I also got a copy of your "Magician's Ring" story from Wargamer's Digest in 1975 recently, which has several other juicy tidbits about the Castle. I'd be happy to scan and provide to you and Rob if it would be useful (and you don't already have the content)?

Quote:

*Originally Posted by **Col_Pladoh****Of course he has the headache of making the new maps based on the old ones, and this time actually having all the the stairs and other means of moving to other levels actually match up... :lol:*

If he needs any help, I'm sure we can dig up some volunteers to assist with matching up the stairwells, chutes, ladders, et al ;)

Gentlegamer

Wednesday, 12th July, 2006, 12:10 AM

Quote:

*Originally Posted by **francisca****Mmmmm.... That's today's Word of the Day on dictionary.com:**mountebank \MOUN-tuh-bank\, noun:*

1. A peddler of quack medicine, who stands on a platform to appeal to the audience.
2. A charlatan; a boastful pretender to knowledge or a skill.

*Yeah. That has some possibilities.**<gets to work on an OSRIC compatible version>*

Along with Barbarian, Cavalier, and Thief-Acrobat, Gary proposed the following classes, some of which I think he intended to develop for the revised AD&D game:

Mountebank (Thief)
Savant (Magic-user)
Mystic (Cleric)
Jester

Additionally, there is a Hunter (Fighter) class compatible with AD&D designed by Gary out there somewhere. I think I have the write up on it on my hard drive.

ColonelHardisson

Wednesday, 12th July, 2006, 01:37 AM

Quote:

*Originally Posted by **Gentlegamer***

*Mountebank (Thief)
Savant (Magic-user)
Mystic (Cleric)
Jester*

The Dragon Compendium actually features a Mountebank, a Savant, and a Jester class (Mystic I don't recall being in there, off the top of my head). The Mountebank and Savant classes, as I (hazily) recall them, could be covered in 3rd edition by a judicious allotment of skills and feats for the Rogue (in the former) and by a Diviner/Loremaster. The 3e versions in the Dragon Compendium - an otherwise fine product - are almost unrecognizable as what Gary proposed way back when. This is especially true of the Mountebank, the Dragon Compendium version of which doesn't even come close to the dictionary definition of the word. I was very disappointed in that one, in particular.

I'd love to have seen Gary's version of those classes. Maybe for C&C or OSRIC...?

Treebore

Wednesday, 12th July, 2006, 02:00 AM

I don't think Gary is going to be fully converting to C&C. Things sound to me of scratching each others back with Gary's material and relating it to C&C. From what I have picked up from various boards (no Gary, my Trolls package did not arrive for my B-day, or today either) is that with Gary's skill bundle approach there is no need for a "class" design since each player is doing that with the skill bundle or bundles they select.

So unless Gary gets completely into designing specifically for C&C and its SIEGE engine, we won't see anything like that unless Gary does it as a fun exercise.

I suppose Gary could look at the C&C classes and tell us which bundles of skills to adapt to that class. I suspect we could do an equally good job of it, so why have Gary do it?

gideon_thorne

Wednesday, 12th July, 2006, 02:07 AM

Welp. Going by the above definition of the mountebank, one could just use a C&C thief character with a charisma prime and role play it a little bit.

And while the CZ skill bundles confer a few similar class abilities for NPC's, plus a broad range of other ability, to a character, one does need, at basic, a C&C class to start off with to put the skill bundle(s) on too.

Unless one wants to do a bit of work and practically invent base xp charts for hit die and so forth to attach the skill bundles too? ^_^

Elfdart

Wednesday, 12th July, 2006, 01:07 PM

Quote:

*Originally Posted by **Col_Pladoh***

As General Patton said, that sort of tactic is grabbing the enemy by the nose as you kick his tail.

*Cheers,
Gary*

It was like the tactics of Edward Longshanks in *Braveheart*, only on a smaller scale. Our sessions were pretty cutthroat, according to newbies and outsiders. Our DM ended up changing a few rules because of our ruthlessness.

Which leads me to... did you ever have to change a rule to adapt to what your players were doing? For example, a loophole in the rules or a rule they were abusing?

BOZ

Wednesday, 12th July, 2006, 02:01 PM

Quote:

*Originally Posted by **ColonelHardisson***

The Dragon Compendium actually features a Mountebank, a Savant, and a Jester class (Mystic I don't recall being in there, off the top of my head). The Mountebank and Savant classes, as I (hazily) recall them, could be covered in 3rd edition by a judicious allotment of skills and feats for the Rogue (in the former) and by a Diviner/Loremaster. The 3e versions in the Dragon Compendium - an otherwise fine product - are almost unrecognizable as what Gary proposed way back when. This is especially true of the Mountebank, the Dragon Compendium version of which

doesn't even come close to the dictionary definition of the word. I was very disappointed in that one, in particular.

I'd love to have seen Gary's version of those classes. Maybe for C&C or OSRIC...?

i agree; that would be cool! :)

Col_Pladoh

Wednesday, 12th July, 2006, 04:12 PM

Quote:

Originally Posted by **grodog**

Hi again Gary---

Does that include the Black Reservoir, by chance?

I also got a copy of your "Magician's Ring" story from Wargamer's Digest in 1975 recently, which has several other juicy tidbits about the Castle. I'd be happy to scan and provide to you and Rob if it would be useful (and you don't already have the content)?

If he needs any help, I'm sure we can dig up some volunteers to assist with matching up the stairwells, chutes, ladders, et al ;)

Heh...

Surely pumping me for sneak preview material, eh? :lol:

You'll have to ask Rob if he'd like copied of the material that McCoy ran in his zine. I am sure he'll pass on the offer of map assistance...

Cheers,
Gary

Cheers,
Gary

Col_Pladoh

Wednesday, 12th July, 2006, 04:29 PM

Quote:

Originally Posted by **Treebore**

I don't think Gary is going to be fully converting to C&C. ...

I suppose Gary could look at the C&C classes and tell us which bundles of skills to adapt to that class. I suspect we could do an equally good job of it, so why have Gary do it?

Right on!

I much prefer the LA game system to any class-based one, even one with skill bundles.

I won't spend a lot of my waning creative energy cooking up material for anything to which I am not most dedicated. I enjoy the C&C game system, and I'll likely do small bits and pieces, but whole new classes are not in the cards.

Mountebank--a skilled liar/slight of hand trickster/minor illusionist/thief
Savant--a learned character also knowing arcane things and having minor magic-use
Mystic--an augur-clairvoyant with minor monk and cleric abilities
Jester--a gymnast-tumbler with some special spells for attention, laughter, anger, etc.

That should start the creative thoughts flowing ;)

Cheers,
Gary

Col_Pladoh

Wednesday, 12th July, 2006, 04:32 PM

Quote:

Originally Posted by **Elfdart**

...

Which leads me to... did you ever have to change a rule to adapt to what your players were doing? For example, a loophole in the rules or a rule they were abusing?

Rules, no, not to the best of my recollection.

Spells, yes indeed!

Of course when I was DMing the rules were highly flexible and nor necessarily what was written in the books... :lol:

Cheers,

ColonelHardisson

Wednesday, 12th July, 2006, 04:52 PM

Quote:

*Originally Posted by **Col_Pladoh***

Right on!

I much prefer the LA game system to any class-based one, even one with skill bundles.

I won't spend a lot of my waning creative energy cooking up material for anything to which I am not most dedicated. I enjoy the C&C game system, and I'll likely do small bits and pieces, but whole new classes are not in the cards.

Mountebank--a skilled liar/slight of hand trickster/minor illusionist/thief

Savant--a learned character also knowing arcane things and having minor magic-use

Mystic--an augur-clairvoyant with minor monk and cleric abilities

Jester--a gymnast-tumbler with some special spells for attention, laughter, anger, etc.

That should start the creative thoughts flowing ;)

*Cheers,
Gary*

Yes, that will help quite a bit.

Col_Pladoh

Wednesday, 12th July, 2006, 05:09 PM

Quote:

*Originally Posted by **ColonelHardisson***

Yes, that will help quite a bit.

Howdy Colonel!

I should have mentioned that I was working on special spells for the Mountebank, Savant, Mystic, and Jester alike. I had a fair list put together, some number detailed in draft form, but I fear all are long lost.

Cheers,
Gary

ColonelHardisson

Wednesday, 12th July, 2006, 05:19 PM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy Colonel!

I should have mentioned that I was working on special spells for the Mountebank, Savant, Mystic, and Jester alike. I had a fair list put together, some number detailed in draft form, but I fear all are long lost.

*Cheers,
Gary*

That's really unfortunate. Can you recall the gist of any of them, by chance?

Paul J. Stormberg

Wednesday, 12th July, 2006, 05:36 PM

Chainmail Tribute Game: The Battle for the Moathouse

Howdy Gary,

Just a pointer to a little write up I did for the Castle & Crusade Society Chainmail Tribute Game you played in at Lake Geneva Gaming Convention in June:

<http://www.dragonsfoot.org/forums/viewtopic.php?t=18763>

Hope you had as much fun participating as I had refereeing it.

Futures Bright,

Paul

Quote:

Originally Posted by **ColonelHardisson**

That's really unfortunate. Can you recall the gist of any of them, by chance?

:uhoh:

After 20 plus years have passed and I have done several new RPGs with a huge number of new spells for each, not a chance I can recall any of them without some mental prompt akin to my notes... :heh:

Cheers,
Gary

Quote:

Originally Posted by **Paul J. Stormberg**

Chainmail Tribute Game: The Battle for the Moathouse

Howdy Gary,

Just a pointer to a little write up I did for the Castle & Crusade Society Chainmail Tribute Game you played in at Lake Geneva Gaming Convention in June:

<http://www.dragonsfoot.org/forums/viewtopic.php?t=18763>

Hope you had as much fun participating as I had refereeing it.

Futures Bright,

Paul

Hi Paul,

Thanks for posting all that--fine work sir. I have posted a message on the thread.

Rest assured I did have a lot of fun--even with your *hostile*, non-neutral treant whacking the daylights out of some of my troops there on the left flank of our formation :lol:

Cheers,
Gary

Quote:

Originally Posted by **Col_Pladoh**

*Rest assured I did have a lot of fun--even with your *hostile*, non-neutral treant whacking the daylights out of some of my troops there on the left flank of our formation :lol:*

Neutral doesn't mean *peaceful*, after all!

Quote:

Originally Posted by **SuStel**

Neutral doesn't mean peaceful, after all!

Pish & Tosh!

A treant is neutral in regards to other alignments and does not attack without provocation;)

Cheers,
Gary

All times are GMT +1. The time now is **03:54 PM**.

Powered by [vBulletin®](#) Version 4.2.2

Copyright © 2014 vBulletin Solutions, Inc. All rights reserved.

Tynt Script Sponsored by [Information Technology Salary](#)

Credits System provided by [vBCredits II Deluxe \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Custom Navigation provided by [DragonByte Custom Navigation \(Lite\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Super PM System provided by [vBSuper_PM \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

User Alert System provided by [Advanced User Tagging \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

dcas

Thursday, 13th July, 2006, 12:48 AM

Quote:

*Originally Posted by Col_Pladoh**Pish & Tosh!**A treant is neutral in regards to other alignments and does not attack without provocation;)*

Perhaps the Forces of Evil (tm) got it riled up, or perhaps it's a tree beast a la *Dark Druids*. :)

Even Treebeard very nearly squashed Merry and Pippin.

Gentlegamer

Thursday, 13th July, 2006, 01:52 AM

Quote:

*Originally Posted by ColonelHardisson**The Dragon Compendium actually features a Mountebank, a Savant, and a Jester class (Mystic I don't recall being in there, off the top of my head). The Mountebank and Savant classes, as I (hazily) recall them, could be covered in 3rd edition by a judicious allotment of skills and feats for the Rogue (in the former) and by a Diviner/Loremaster. The 3e versions in the Dragon Compendium - an otherwise fine product - are almost unrecognizable as what Gary proposed way back when. This is especially true of the Mountebank, the Dragon Compendium version of which doesn't even come close to the dictionary definition of the word. I was very disappointed in that one, in particular.*

I thumbed through them in the store . . . I agree, the "3e" take was completely different from what Gary proposed. They had too much of the typical "dungeonpunk" varnish, as does much of the 3e ruleset.

BOZ

Thursday, 13th July, 2006, 01:53 AM

man, seriously, anyone out there have a time machine? if so, could you do us all a favor and go back and grab all of gary's old notebooks? ;)

Gentlegamer

Thursday, 13th July, 2006, 01:57 AM

Quote:

*Originally Posted by BOZ**man, seriously, anyone out there have a time machine? if so, could you do us all a favor and go back and grab all of gary's old notebooks? ;)*

Dr. Beckett stepped in the quantum leap accelerator . . . and vanished!

JohnRTroy

Thursday, 13th July, 2006, 02:38 AM

Allow me to elaborate on the classes with my best guesses, based on descriptions in old dragons, and some of these former classes were mentioned as possible professions in MYTHUS, save for the Jester.

From what little I remember from this and Dragon, the Savant was mentioned to have powers to overcome some of the altered magics of other planes, and I would assume they were like mages, but more akin to a combination of 1st Edition Sage, Specialist Wizard (3e) Diviner, and 3e Expert or Prestige class Loremaster. Their abilities would likely deal with knowledge rather than evocations, so they might be better at things like Divination and Abjuration or even Conjunction spells than the typical mage. The 1st Edition Derro "savants" in 1e MM2 might also be akin to what the class would have been.

I assume mystics had more yoga like powers--Gary had mentioned that in playtest "mystics rated the lowest, since nobody had them at #1". Whatever that means. Maybe powers were randomly generated? I assume this involves communing and inner psychic powers and astral projection. Like Gary said, Divine Divination and Fortune-Telling would also be part of this class. Holy Men and hermits might be the way to go here.

Mountebanks--well, if we think Hop the Savant having those powers, it might mean a thief or rouge with powers to create potions--some fake, some real, and probably some "hedge-mage" types of powers. If we were going by the 3e, a mountebank template might be a rogue specializing in using magic items, con-games, and potion brewing, with maybe a bit of 3e sorcerer or 1e Illusionist. (Sorry, best way to describe the class). They probably are seen as "pretenders" to magic--having just enough to get by, but a real mage or wizard would probably scoff at them.

Jesters--Probably similar to the bard, but it probably was akin to the mythus skill of buffonery, which combines joke telling (think of something that either humiliates or puts a victim into a reckless rage, or incites a riot), with pranks (akin to setting traps, or getting hit with a pie or slipping on a banana peel), maybe some illusion or enchantment magic as well.

That's all I can surmise.

MerricB

Thursday, 13th July, 2006, 03:46 AM

Quote:

*Originally Posted by **dcas***

Perhaps the Forces of Evil (tm) got it riled up, or perhaps it's a tree beast a la Dark Druids. :)

Even Treebeard very nearly squashed Merry and Pippin.

Merry & Pippin = Provocation. :)

Cheers!

Paul J. Stormberg

Thursday, 13th July, 2006, 05:39 AM

Howdy Gary,

Quote:

*Originally Posted by **Col_Pladoh***

Pish & Tosh!

A treant is neutral in regards to other alignments and does not attack without provocation;)

Perhaps it was the 50 Verbobonc heavy foot armed with axes that started swarming through it's grove looking to chop down a tree for use as a battering ram? I'm not sure but I think that is listed in treant etiquette books as a definite *faux pas*. :lol:

Futures Bright,

Paul

haakon1

Thursday, 13th July, 2006, 07:47 AM

Quote:

*Originally Posted by **Gentlegamer***

the "3e" take was completely different from what Gary proposed. They had too much of the typical "dungeonpunk" varnish, as does much of the 3e ruleset.

Dungeonpunks with their mandatory motorcycle helmet safety rules and magic item value audits, eh?

Back in the day, a man was a man, and played in an elf in regular old chain mail -- nothing fancy mind, dey hadn't invented master woik yet -- who died at -1 hp and was happy ta find 3 cp under the pile of orcs what he woiked all day to slain. And we didn't complain that elves were limited to 7th level as Fighters, no, we just took it, 'cause dats how things was. But kids today, oy vey, with da spikey armor and da ambidextrous rangers and da half drag-oins! It's all goin' to Eberron, I tells ya. It's getting so's you can't even get a nice Greyhawk adventure without taking the bus into that Paizo place in Renton. It's no Lake Geneva, I tell you what. :eek:

gideon_thorne

Thursday, 13th July, 2006, 07:59 AM

Quote:

*Originally Posted by **haakon1***

, 'cause dats how things was.

You forgot the bit about caltrop dice. Even the dice have blunted edges now. Nerf dice! :lol:

Elfdart

Thursday, 13th July, 2006, 09:42 AM

Quote:

*Originally Posted by **gideon_thorne***

You forgot the bit about caltrop dice. Even the dice have blunted edges now. Nerf dice! :lol:

I bought several round d4s -they're actually d12s numbered 1-4 three times. Where were these when I was a kid?

Col_Pladoh

Thursday, 13th July, 2006, 04:01 PM

Quote:

*Originally Posted by **dcas***

Perhaps the Forces of Evil (tm) got it riled up, or perhaps it's a tree beast a la Dark Druids. :)

Even Treebeard very nearly squashed Merry and Pippin.

Again, Pish & Tosh!

The rules being used were *Chainmail* fantasy, so there are no evil treants. Furthermore, there were two druids leading the forces, a part of which the blasted wooden thing assailed :]

:lol:
Gary

Col_Pladoh

Thursday, 13th July, 2006, 04:09 PM

Quote:

*Originally Posted by **JohnRTroy***

Allow me to elaborate on the classes with my best guesses, based on descriptions in old dragons, and some of these former classes were mentioned as possible professions in MYTHUS, save for the Jester. ...

Ciao, John,

Good work as usual. Just a couple of additions. The savant and mystic were meant to deal with critters from other planes as well. The mountebank could use disguise, impersonate, and with his patter or oration affect an audience of one or many more. The jester could use several hurled missile weapons such as daggers, clubs, knives, throwing stars, etc. with speed and accuracy.

Cheers,
Gary

Col_Pladoh

Thursday, 13th July, 2006, 04:11 PM

Quote:

*Originally Posted by **Paul J. Stormberg***

Howdy Gary,

Perhaps it was the 50 Verbobonc heavy foot armed with axes that started swarming through it's grove looking to chop down a tree for use as a battering ram? I'm not sure but I think that is listed in treant etiquette books as a definite faux pas. :lol:

Futures Bright,

Paul

:mad:

Butt out with your silly details :]

:lol:
Gary

cildarith

Thursday, 13th July, 2006, 04:17 PM

Hehe. The look on Gary's face ([last photo](#)) is just priceless. :D

Well played, Paul! :)

Gary: WTF?

Ernie: OMG!

Col_Pladoh

Thursday, 13th July, 2006, 04:36 PM

Quote:

*Originally Posted by **cildarith***

Hehe. The look on Gary's face ([last photo](#)) is just priceless. :D

Well played, Paul! :)

Gary: WTF?

Ernie: OMG!

:mad: :p

Sure, go on and revel in the misfortunes of another :]

Of course Ernie was not delighted either :\

:lol:
Gary

Mighty Veil

Thursday, 13th July, 2006, 05:22 PM

Dragon Compendium

Quote:

Originally Posted by **ColonelHardisson**

The Dragon Compendium actually features a Mountebank, a Savant, and a Jester class (Mystic I don't recall being in there, off the top of my head). The Mountebank and Savant classes, as I (hazily) recall them, could be covered in 3rd edition

A 3rd edition Dragon Compendium has them printed.

seskis281

Thursday, 13th July, 2006, 05:33 PM

Good morning Gary.

First off I wanted to say I've finally gotten all my questions straight on LA - thanks for guiding me towards the rules forums. I also recently finally got my first copies of C&C books. LA most definitely appeals to me as a player, and I hope to make it down to Lake Geneva for the next Trolls convention. C&C, as I suspected, is everything I've been looking for for years, and so I'm gonna go with it from here on for the games I run - looking forward to purchasing the CZ material soon as well (all this I'm sure will make Peter and the Tolllords feel good).

Which brings me to my questions for the day - having gotten so excited with all this new material I realized I wanted to develop my own campaign setting and world - I've done this once before on a limited basis, but this time I wanted to start from scratch and I got really into it. Having lots of time at home taking care of my wife after surgery certainly prompted this as well. I got inspired, hand-drew a small rough map and then in two days detailed on two poster-boards my main continent and sub-continents. I developed the races, the specific branches of humanity, then the history and religious outlines, now I'm working on brief descriptions of nations and regions. I am tying this to C&C, but trying to make it general enough (no detailed stats) to be used with any system.

So, with apologies for such a lengthy start, here are my questions about your thoughts on developing a campaign setting:

1. Do you think it's a good idea to have at least one nation, region personify "evil" in an overt way (i.e. luz), and conversely locate one state that is overtly "good"?
2. My intention is to keep Gods more mystically removed from the setting - rather they created the world, are the source of divine powers, but do not interact, intervene or select "chosen" NPCs to run around delivering deus ex machinas. How directly do you feel divinities should be involved in a campaign setting?
3. The theory I'm preceding with here is that (in my humble opinion) campaign settings are best when they give just enough info to understand the world and its environs, and offer enough regions and lands for the diversity of adventures and encounters without burdening the players or GM's with the need to "reference" or check too much backstory or canon beyond what the GM is running in the campaign. To me this was what your original Greyhawk was about, and since then I've yet to run across a setting that offers that spark of excitement that I got when I first bought the boxed set back in 1982. TSR/WOTC have Metastoried Greyhawk over the years (and I know how you feel on that one) so that it has too much baggage now, Forgotten Realms was always an overpowered, over-deified nightmare to me, Dragoonlance is cool, but Weiss's great stories have made it more of a setting for fiction rather than RPG (when I tried to do a campaign my players knew the damn world by heart, HAD to start in Solace, HAD to meet "famous" NPC's, etc.) - hence why I'm making my own.

So the question here with this is how much information do you think it is important to give in developing a world setting? What are the basics that I should cover if I want to offer it to others to play?

Thanks,

John W. Wright :cool:

Col_Pladoh

Thursday, 13th July, 2006, 05:35 PM

Quote:

Originally Posted by **Mighty Veil**

A 3rd edition Dragon Compendium has them printed.

:eek:

Monkey see, monkey do...

:uhoh:
Gary

Quote:

Originally Posted by **Col_Pladoh**

Ciao, John,

Good work as usual. Just a couple of additions. The savant and mystic were meant to deal with critters from other planes as well. The mountebank could use disguise, impersonate, and with his patter or oration affect an audience of one or many more. The jester could use several hurled missile weapons such as daggers, clubs, knives, throwing stars, etc. with speed and accuracy.

Cheers,
Gary

Hum. The Mountebank actually sounds a great deal like the thief/ magic-user I was playing in Rob's game at LGGC. Or at least how I like to play one.

Might just have to cook up a C&C version myself. ^ _ ^

Flexor the Mighty!

Thursday, 13th July, 2006, 05:45 PM

Hello Gary! I have a question about your excellent Living Fantasy book. I haven't had time to read it all but I was looking through the section on social classes and I noticed that you have actors and such lumped in with the criminal underclass. Why is that?

And can you recommend any good books on the medieval time period that may further enlighten me on that period of time?

Thanks.

ColonelHardisson

Thursday, 13th July, 2006, 05:58 PM

Quote:

*Originally Posted by **Mighty Veil****A 3rd edition Dragon Compendium has them printed.*

Yes, which I state right in the piece you quoted. My point in that post, if you read it, is that the versions of those classes in that book bear almost no resemblance to what Gary proposed, and that what he proposed can actually be covered in the 3e rules now.

Col_Pladoh

Thursday, 13th July, 2006, 06:09 PM

Hi Seskis281

It is good to learn that you like the LA game for play. From my perspective, it is also much easier to design and GM for it because of its rules-light nature and flexibility. that said, the C&C system is great for a class based RPG.

As for advice regarding dsgn, I don't give that. It is really a matter of personal taste, that of the GM and player group. For example, if you like having a state that is as malign as the Empire ruled by John Ominor, and your players will appreciate such a place, it is "right." If not, it is not a good thing.

Cheers,
Gary

Col_Pladoh

Thursday, 13th July, 2006, 06:13 PM

Quote:

*Originally Posted by **Flexor the Mighty!****Hello Gary! I have a question about your excellent Living Fantasy book. I haven't had time to read it all but I was looking through the section on social classes and I noticed that you have actors and such lumped in with the criminal underclass. Why is that?*

Heh...

Because historically such performers were considered just that--the bottom of the social class barrel. Of course the performers typically earned their reputation as knaves, swindlers, thieves and the like ;)

Quote:

*And can you recommend any good books on the medieval time period that may further enlighten me on that period of time?**Thanks.*

Any of those books wkh a title including "life" and "medieval" or even "Renaissance". I can't give you a bibliography, as all of my reference books are where I can not conveniently access them :heh:

Cheers,
Gary

haakon1

Thursday, 13th July, 2006, 07:38 PM

Quote:

*Originally Posted by **Col_Pladoh****The rules being used were Chainmail fantasy, so there are no evil treants. Furthermore, there were two druids leading the forces, a part of which the blasted wooden thing assailed :]*

But Gary, the DM is always right. Or does that apply in Chainmail, since it's probably not called a DM? ;)

Col_Pladoh

Thursday, 13th July, 2006, 07:51 PM

Quote:

Originally Posted by **haakon1**

But Gary, the DM is always right. Or does that apply in Chainmail, since it's probably not called a DM? ;)

:] No DM in the game!

It is a miniatures game, the official is called the judge or umpire, and arguing with him and the others against whom you are playing is mandatory :uhoh:

:lol:
Gary

John Drake

Thursday, 13th July, 2006, 07:56 PM

Hi Gary, how are things? :) Very well, I hope. Anyway, just have a couple quick questions: since the LGGC has been the latest topic of discussion, the Chainmail game in particular, I was wondering, do you have a favourite miniatures game, overall? And, have you ever played Warhammer, and if so, what did you think? Thanks Gary! :D

Col_Pladoh

Thursday, 13th July, 2006, 08:34 PM

Quote:

Originally Posted by **John Drake**

Hi Gary, how are things? :) Very well, I hope. Anyway, just have a couple quick questions: since the LGGC has been the latest topic of discussion, the Chainmail game in particular, I was wondering, do you have a favourite miniatures game, overall? And, have you ever played Warhammer, and if so, what did you think? Thanks Gary! :D

Ciao:)

I have historical periods for miniatures play that I enjoy. they are, in order of date:

Ancient
Medieval
ECW
Napoleonic
Napoleonic naval
ACW
Victorian Colonial
WW II
WW II naval

I have played only one shoot game of Warhammer...not my cup of tea.

Cheers,
Gary

seskis281

Thursday, 13th July, 2006, 08:49 PM

Thanks for the message - I understand and have to agree with you that it just really matters to the individual gaming group and that reminded me that I'm really just making the world that I'd want to play in, and that's good enough advice for me.

I think the same can be said for so much of the gaming world - do you get annoyed at posts that get hung up on arguing what is "right" or "wrong" in RPGing?

With that in mind this question isn't a "which is right," just a matter of curiosity - I noticed that one distinguishing difference between both your early AD&D and LA from other D&D (3e, d20 OGL, etc) is a preference for percentile die checks and more complex variance in use of dice from the standardization going on in much RPGing today. I've never been good at statistics (I'm a theatre guy - so story and character become pretty central to my games), but I remember vividly that one of the 1st things in the old DM's guide was a pretty statistical description of the use of dice and the percentiles involved.

So do you think percentile-based rolls give better variance for encounters and actions than say the d20 way of doing things? I guess what I'm curious about is if there was a mathematical reason for going this route or if it just was personal preference of yours as you developed your games.

Thanks again for letting all of us chat with you!

John W. Wright

SuStel

Thursday, 13th July, 2006, 09:54 PM

Quote:

Originally Posted by **Col_Pladoh**

A treant is neutral in regards to other alignments and does not attack without provocation;)

You ignored his *Don't Walk on the Grass* signs. Isn't that enough? :D

Col_Pladoh

Thursday, 13th July, 2006, 10:23 PM

Howdy John,

Indeed, the best advice I can give is design to please yourself and your trusty gaming comrades so as to maximize the enjoyment generated by playing the campaign.

I do indeed get a bit fed up with disputes about which game is "best," for it is a matter of personal/group taste. The same with niggling over mechanics and rules. The RPG is a bloody GAME, after all is said and done.

As random events occur all the time in actual life, I am a firm believer in having the same thing happen in the role-playing game. Whether the probabilities for various random things are relatively equal as with a linear curve, or wildly disparate, as a bell curve with multiple dice delivers, no matter...aslong as the resulting event is appropriate to the likelihood of it occurring when compared to the class of other such events in which it appears.

I do prefer the 100 possibilities of the d% roll to most others, and one can have additional rolls if needed to reflect decreasing probability of the indicated result.

Cheers,
Gary

Col_Pladoh

Thursday, 13th July, 2006, 10:26 PM

Quote:

*Originally Posted by **SuStel***

You ignored his Don't Walk on the Grass signs. Isn't that enough? :D

My character's pack of hounds will amply express how I regard that rotten, bark-covered pile of vegetation :]

:lol:
Gary

genshou

Thursday, 13th July, 2006, 10:40 PM

Gary,

Recently the discussion of whether or not d20 System is "elegant", what elegance in game design is, and how much it matters has been a rather hot topic here. I've read through FUDGE and similar systems, and they've really never grabbed my attention with the "elegance" raving fans seem to attribute to them (see the quote in my sig for my opinion on that). I rather like d20 System (3.0 D&D especially), both in spite of and because of its complexity, and somehow the extremely simple systems don't give me any enjoyment.

As someone who has been in game design for a number of years and has worked on/with rules-light systems that *have* grabbed my attention, what input can you provide on what "elegance" is in a game system, how you have used it when designing your own systems, and how anyone can use it to improve on their games?

Col_Pladoh

Thursday, 13th July, 2006, 11:25 PM

Hi Genshou,

Frankly, I think "elegance" is a pretentious term suimilar to that typically used by art and antique dealers, "important." Elegant is not a quantifiable thing, it is an opinion and value judgement, as is the term important.

Very often I find "elegant" used to laud some truly bad or dull game that only a handful of persons will ever enjoy playing, but some "important" critic/reviewer happens to like, or thinks he should like.

I think if I say more I'll be in trouble with the clique that claims play of RPGs is an art form:

"Yes, Dear Fellow, you play that game of make-believe so artfully..." :lol:

Cheers,
Gary

Elfdart

Friday, 14th July, 2006, 02:59 AM

Looks like you have another famous fan, Colonel! :p

<http://www.youtube.com/watch?v=fUJsH...elated&search=>

MerricB

Friday, 14th July, 2006, 03:11 AM

Quote:

*Originally Posted by **Col_Pladoh***

Very often I find "elegant" used to laud some truly bad or dull game that only a handful of persons will ever enjoy playing, but some "important" critic/reviewer happens to like, or thinks he should like.

It's the "think he should like" reviewers that give the most trouble. I've seen a number of games that reviewers have loved the concept of, and thus raved about, but were, in the end, unplayable.

Ticket to Ride: Europe is an "elegant" game. Why? Because my friends and I like it. :)

Gary, have you seen the board game "Niagara"? I've been playing that with my friends recently, and enjoying greatly. It's a game that should appeal to both children and adults - it's rather fun to see your opponent miscalculate and have his canoe disappear over the waterfall, though less so when it happens to you, of course!

Cheers!

dcas

Friday, 14th July, 2006, 02:10 PM

Quote:

*Originally Posted by **Col_Pladoh***

Frankly, I think "elegance" is a pretentious term suimilar to that typically ised by art and antique dealers, "important." Elegant is not a quantifiable thing, it is an opinion and value judgement, as is the term important.

I've always said that the LA system has a certain elegance to it. :lol:

Col_Pladoh

Friday, 14th July, 2006, 04:13 PM

Quote:

*Originally Posted by **Elfdart***

Looks like you have another famous fan, Colonel! :p

<http://www.youtube.com/watch?v=fUJsH...elated&search=>

:D

Son Alex mentioned it first, then I received an email to my Talk List with the link, and now your kind direction...

All to hear Len's name mentioned first :mad:

:lol:
Gary

Col_Pladoh

Friday, 14th July, 2006, 04:19 PM

Quote:

*Originally Posted by **MerricB***

It's the "think he should like" reviewers that give the most trouble. I've seen a number of games that reviewers have loved the concept of, and thus raved about, but were, in the end, unplayable.

What is really annoying about such reviews is when the reviewer is pompous.

Quote:

Ticket to Ride: Europe is an "elegant" game. Why? Because my friends and I like it. :)

Four of us played it last night, and I elegantly beat the lot of them :lol:

Quote:

Gary, have you seen the board game "Niagara"? I've been playing that with my friends recently, and enjoying greatly. It's a game that should appeal to both children and adults - it's rather fun to see your opponent miscalculate and have his canoe disappear over the waterfall, though less so when it happens to you, of course!

Cheers!

No, I have not seen it, but I was introduced to *Quo Vadis* and *Condottieri* (I hope I spelled those correctly) last night, and they are both enjoyable. I managed a narrow victory in the Roman Senate, but failed to win the battle for control of Italy :eek:

Cheers,
Gary the Game Geek

Elfdart

Friday, 14th July, 2006, 04:40 PM

Quote:

*Originally Posted by **Col_Pladoh***

:D

Son Alex mentioned it first, then I received an email to my Talk List with the link, and now your kind direction...

All to hear Len's name mentioned first :mad:

:lol:

Gary

He was uh, saving the best for last?
:p

grodog

Friday, 14th July, 2006, 04:55 PM

Thanks for signing the GH mini boxed set for me last night, Gary! I think that's the first signature I've gotten from you since Origins 1987 in Baltimore :D

edit - There's been some concerted discussion of Gary's old pre-2e classes over on the Knights & Knaves boards, in case folks are interested in popping over to check it out. I'm definitely interested in leveraging the notes from here to create OSRIC-compatible versions of these classes:
<http://www.knights-n-knaves.com/phpb...pic.php?t=1264>

▼ Page 8 of 26 ◀◀ First ◀ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 ... ▶ Last ▶▶

Show 20 post(s) from this thread on one page

All times are GMT +1. The time now is 03:54 PM.

Powered by vBulletin® Version 4.2.2

Copyright © 2014 vBulletin Solutions, Inc. All rights reserved.

Tynt Script Sponsored by [Information Technology Salary](#)

Credits System provided by vBCredits II Deluxe (Pro) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.

Custom Navigation provided by DragonByte Custom Navigation (Lite) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.

Super PM System provided by vBSuper_PM (Pro) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.

User Alert System provided by Advanced User Tagging (Pro) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.



Gary Gygax Q&A: Part XI

Printable View

Show 20 post(s) from this thread on one page

Page 9 of 26 First 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 ... Last

Col_Pladoh

Friday, 14th July, 2006, 05:03 PM

Quote:

*Originally Posted by **dcas***

I've always said that the LA system has a certain elegance to it. :lol:

Well...

Just as long as you haven't said it pompously, I can't fault your word choice, as it is your judgement after all :cool:

Cheers,
Gary

Col_Pladoh

Friday, 14th July, 2006, 05:05 PM

Quote:

*Originally Posted by **grodog***

Thanks for signing the GH mini boxed set for me last night, Gary! I think that's the first signature I've gotten from you since Origins 1987 in Baltimore :D

How quickly word gets around in this electronic age :uhoh:

Happy to oblige of course, and I did spell your first name Allen...J/K, Allan :eek:

Cheers,
Gary

genshou

Sunday, 16th July, 2006, 04:00 AM

Quote:

*Originally Posted by **Col_Pladoh***

Hi Genshou,

Frankly, I think "elegance" is a pretentious term suimilar to that typically ised by art and antique dealers, "important." Elegant is not a quantifiable thing, it is an opinion and value judgement, as is the term important.

Very ofter I find "elegant" used to laud some truly bad or dull game that only a handful of persons will ever enjoy playing, but some "important" critic/reviewer happens to like, or thinks he should like.

I think if I say more I'll be in trouble with the clique that claims play of RPGs is an art form:

"Yes, Dear Fellow, you play that game of make-believe so artfully..." :lol:

*Cheers,
Gary*

This is a good answer. I especially like the last sentence. Elegant is not the term I chose, but rather that of the OP in that thread. I didn't think it was a good word either, but to some people role-playing *is* an art. They would not enjoy the same games I do.

Heathansson

Sunday, 16th July, 2006, 06:06 AM

Hello, Mr. Gygax.

First off, thanks for inventing that which made 26 years of enjoyment on my part possible.

You make up, bar none, the best monsters. I remember getting S4 22 years ago and being in abject bliss.

I think the last major Gygax monster infusion for me was Necropolis.

Any other recent offerings I should know about, for my conspicuous consumption?

Col_Pladoh

Sunday, 16th July, 2006, 04:00 PM

Quote:

Originally Posted by **genshou**

This is a good answer. I especially like the last sentence. Elegant is not the term I chose, but rather that of the OP in that thread. I didn't think it was a good word either, but to some people role-playing is an art. They would not enjoy the same games I do.

Anyone that claims playing a "Let's Pretend" game formalized by rules, no matter what it is called, is an art form is deluded, or else attempting to delude the audience.

Cheers,
Gary

Col_Pladoh

Sunday, 16th July, 2006, 04:06 PM

Quote:

Originally Posted by **Heathansson**

Hello, Mr. Gygax.

First off, thanks for inventing that which made 26 years of enjoyment on my part possible.

You make up, bar none, the best monsters. I remember getting S4 22 years ago and being in abject bliss.

I think the last major Gygax monster infusion for me was Necropolis.

Any other recent offerings I should know about, for my conspicuous consumption?

Greetings Heathansson,

Thanks for all those good words.

My latest batch of fearsome critters is for the *Legendary Adventure* RPG and is titled *Beasts of Lejend*. The book is out of print, although the last few copies are being sold off. Relatively soon a supplement called *More Beasts of Lejend* will be published by Troll Lord Games, then the two volumes will be revised and published as a single hardbound book as part of the revised game. To the point, the creatures in the system are not similar in stats to those used in the D&D games, but many are unique.

Cheers,
Gary

seskis281

Sunday, 16th July, 2006, 06:45 PM

Not to mention that the LA Essentials box set currently available comes with the Essential Bestiary of nifty critters both familiar and unique.

John Maddog Wright :)

Col_Pladoh

Sunday, 16th July, 2006, 07:09 PM

Quote:

Originally Posted by **seskis281**

Not to mention that the LA Essentials box set currently available comes with the Essential Bestiary of nifty critters both familiar and unique.

John Maddog Wright :)

True...

And the *Living the Legend* (sic) module adds some more monsters as well, but the BoL book and MBoL book to come have many more.

Cheers,
Gary

Heathansson

Sunday, 16th July, 2006, 08:34 PM

Thanks a lot.

Stats aren't a problem; square peg+round hole+whittling knife=D&D monster (or whatever system is in use at the time). Go on enough safaris to Barsoom and Pellucidar as a youth to add to the menagerie, you learn how to whittle.

dcas

Monday, 17th July, 2006, 02:27 PM

Heathansson (and whoever else might be interested), you can get *Beasts of Lejend* from Inner City Games at <http://www.fuzzyheroes.com/>. Highly recommended, with lots of unique creatures and novel (for an RPG anyway) interpretations of our favorite traditional monsters.

Col_Pladoh

Monday, 17th July, 2006, 04:52 PM

Quote:

Originally Posted by **dcas**

Heathansson (and whoever else might be interested), you can get Beasts of Lejend from Inner City Games at <http://www.fuzzyheroes.com/>. Highly recommended, with lots of unique creatures and novel (for an RPG anyway) interpretations of our favorite traditional monsters.

Heh-heh-heh...

When I made up the stats and such for the monsters in the D&D game most of them were absolutely novel. After some 30 years, though, many have become standards, so any differing take on them will likely be viewed as novel or non-conforming ;)

Cheers,
Gary

Gray Mouser

Tuesday, 18th July, 2006, 02:49 AM

Quote:

*Originally Posted by **Col_Pladoh***

I was indeed planning a revised edition of the AD&D game with several new classes included. that never came to fruition, of course, as I parted ways with TSR at the end of 1985. As my settlement agreement forbade me to do anything pertaining to D&D or AD&D, I scrapped whatever notes I had for the revision. Under the circumstances I have no further comment on what I planned.

Hey Gary, I know you've said that notes for classes you were planning on (such as the Savant, Jester, and Montebank, IIRC) were lost after your exodus from TSR but I was wondering if you've since designed any new classes for use in your own personal A/D&D campaign. If so, I'd be very interested in hearing about them.

Quote:

The 2nd Edition of AD&D was done after I left the company, and I had nothing to do with it.

This fact is easily discernible to anyone who reads even a page or two of any of the 2e rule books. The difference in writing styles is marked. 2e seemed to talk down to the player whereas 1e assumed you had a readable I.Q.

Quote:

Children are marvelous, even if they do disrupt most everything and demand a lot of time. Enjoy the blessing :D

Lo, sons are a heritage from the LORD,
the fruit of the womb a reward.
Like arrows in the hand of a warrior
are the sons of one's youth.
Happy is the man who has
his quiver full of them!
He shall not be put to shame
when he speaks with his enemies in the gate.

Gray Mouser

tzor

Tuesday, 18th July, 2006, 03:16 PM

Quote:

*Originally Posted by **Col_Pladoh***

Anyone that claims playing a "Let's Pretend" game formalized by rules, no matter what it is called, is an art form is deluded, or else attempting to delude the audience.

*Cheers,
Gary*

In one sense it depends on how you define "art" although few people who would claim a relationship between art and role playing would define it in such a way that might make sense. Art can be defined as opposed to science; the former being the "skill acquired by experience, study, or observation," as opposed to science which is "a department of systematized knowledge as an object of study." Thus we have the "Art" of rhetoric.

So in that way, while it is silly to call role playing in general art, it is proper to consider the art of various aspects of role playing. Are good DMs good because of a systematized knowledge or because of experience, study and observation? Is there a science of good DMing or an art of good DMing?

Of course I'm convinced some people these days have quite a science to character generation. Makes me wish for the days when character creation was neither art nor science, but a series of superstitions on what to do before you rolled your attributes.

Col_Pladoh

Tuesday, 18th July, 2006, 03:51 PM

Quote:

*Originally Posted by **Gray Mouser***

Hey Gary, I know you've said that notes for classes you were planning on (such as the Savant, Jester, and Montebank, IIRC) were lost after your exodus from TSR but I was wondering if you've since designed any new classes for use in your own personal A/D&D campaign. If so, I'd be very interested in hearing about them. =Gray Mouser]Hey Gary, I know you've said that notes for classes you were planning.

No, I have played only the published classes, reserving my creative urges for the new RPG designs I have done such as the *Legendary Adventure* game ;)

Quote:

This fact is easily discernible to anyone who reads even a page or two of any of the 2e rule books. The difference in writing styles is marked. 2e seemed to talk down to the player whereas 1e assumed you had a readable I.Q.

:lol:

One can only assume that the bunch that did the revision truly thought that they knew best...

Quote:

*Lo, sons are a heritage from the LORD,
the fruit of the womb a reward.
Like arrows in the hand of a warrior
are the sons of one's youth.
Happy is the man who has
his quiver full of them!
He shall not be put to shame
when he speaks with his enemies in the gate.*

Gray Mouser

An interesting piece of near free verse, that. I quite agree with its message.

Cheers,
Gary

Col_Pladoh

Tuesday, 18th July, 2006, 04:02 PM

Quote:

*Originally Posted by **tzor***

In one sense it depends on how you define "art" although few people who would claim a relationship between art and role playing would define it in such a way that might make sense. Art can be defined as opposed to science; the former being the "skill acquired by experience, study, or observation," as opposed to science which is "a department of systematized knowledge as an object of study." Thus we have the "Art" of rhetoric.

"It depends on that the meaning of 'is' is..." Right.

Beg pardon, but I think that is a plain old crock. There are creative and performing arts. and playing a game doesn't qualify in either sub-category, and that includes chess grand masters.

Quote:

So in that way, while it is silly to call role playing in general art, it is proper to consider the art of various aspects of role playing. Are good DMs good because of a systematized knowledge or because of experience, study and observation? Is there a science of good DMing or an art of good DMing?

More weasel wording doesn't change the matter in the least. Don't be swayed by such sophistries. Is chewing gum a science or an art? How about picking one's nose? tell those pretentious ones to be honest. "Let's Pretend" is a game, and nothing more. Games can be entertaining, enjoyable, educational, and more, but playing them is nothing more than that, playing a game.

Quote:

Of course I'm convinced some people these days have quite a science to character generation. Makes me wish for the days when character creation was neither art nor science, but a series of superstitions on what to do before you rolled your attributes.

Now creating games does call for a good deal of logic, science in some cases, and perhaps there is art to be found in some designs. All of it is minor in regards to humanity in general ;)

Cheers,
Gary

Gray Mouser

Tuesday, 18th July, 2006, 06:54 PM

Quote:

*Originally Posted by **Col_Pladoh***

An interesting piece of near free verse, that. I quite agree with its message.

Well, the author was pretty wise in a lot of matters (see Psalm 127 for more info!) ;)

Col_Pladoh

Tuesday, 18th July, 2006, 07:06 PM

Quote:

*Originally Posted by **Gray Mouser***

Well, the author was pretty wise in a lot of matters (see Psalm 127 for more info! ;))

Gray Mouser

:lol:

I would have likely spotted it had the whole of the Psalm been quoted. I note that you used the Revised Standard Version.

Cheers,
Gary

Deuce Traveler

Tuesday, 18th July, 2006, 08:50 PM

Gary, take a look at this...

<http://www.enworld.org/showthread.ph...41#post2956441>.

What I barely eluded to in that article I did for Silven Publishing, this gentleman took to whole new levels. I think you'll have yourself a grin over what he has to say.

Col_Pladoh

Tuesday, 18th July, 2006, 10:13 PM

Quote:

*Originally Posted by **Deuce Traveler***

Gary, take a look at this...

<http://www.enworld.org/showthread.ph...41#post2956441>.

What I barely eluded to in that article I did for Silven Publishing, this gentleman took to whole new levels. I think you'll have yourself a grin over what he has to say.

:lol: :eek: :lol:

I do believe that the Good Mr. Stross is exaggerating for the sake of drama, although I did win a "Lifetime Achievement in Cool" from the Kerouac Fest.... :cool:

Cheers,
Gary

Joël of the FoS

Wednesday, 19th July, 2006, 03:08 AM

On Stross: I like it when people exaggerate to make a point... He would have been taken more seriously with less.

"life achievement in cool" at the Kerouac fest? Hey, that's cool :) What was it? A golden plaque on a 50's bumper car? :) Who else got this award?

Joël

Gary Gygax Q&A: Part XI

Printable View

Show 20 post(s) from this thread on one page

Page 10 of 26 First 1 2 3 4 5 6 7 8 9 16 11 12 13 14 15 16 17 18 19 20 ... Last

Priest_of_Boccob

Wednesday, 19th July, 2006, 04:06 AM

Hello Mr.Gygax. First I would like to say thank you for your wonderful creation of the original DnD. I don't know what I would have done without it, so thank you very much.

I have played every edition of DnD, except for 1st edition, cause unfortunately I can't find anyone to play 1st edition with :(I know that you are not a fan of the latest editions of the game (which is quite understandable).

I would very much like to know what you think about a recent thread started about your influences in creating the game, and the possible influence of Tolkien (I know it may be a touchy subject, so I'm very sorry if I have annoyed you, that was not my intent).

the link is here: <http://boards1.wizards.com/showthread.php?p=1&pp=30>

...i know it is on the website of the company that now has control of DnD, Wizards of The Coast, but I couldn't think of any single person that could contribute more to the conversation on the thread than your self.

I would love to know what you think, so if you would care to reply, it would be greatly appreciated, even if you were to just give your thoughts in a post here on this site.

thank you.

MerricB

Wednesday, 19th July, 2006, 05:23 AM

Quote:

Originally Posted by Col_Pladoh

Four of us played it [TTR:E] last night, and I elegantly beat the lot of them :lol:

Fantastic. :)

Quote:

No, I have not seen it, but I was introduced to Quo Vadis and Condottieri (I hope I spelled those correctly) last night, and they are both enjoyable. I managed a narrow victory in the Roman Senate, but failed to win the battle for control of Italy :eek:

Argh! Too many good games to play! (You spelt both correctly, btw, Gary. At least, I could find them on boardgamegeek with your spelling...)

I've just picked up the expansion to the War of the Ring game - great game, but takes 2+ hours to play. It seems I'm not role-playing on Friday night, so I'll get a chance to play it. I've really begun to appreciate the games that only take 30-60 minutes to play, which we can engage ourselves in while waiting for others to turn up. (That reminds me, Ben recently picked up *Around the World in Eighty Days*, which I must get him to bring again - although it's not quite of the standard of TTR:E or Settlers, it was very enjoyable to play.)

Cheers!

MutieMoe

Wednesday, 19th July, 2006, 05:26 AM

What are your thoughts on singleplayer computer RPG's and the online multiplayer games of today?

Col_Pladoh

Wednesday, 19th July, 2006, 04:46 PM

Quote:

Originally Posted by Joël of the FoS

On Stross: I like it when people exaggerate to make a point... He would have been taken more seriously with less.

One of the fellows on my Talk List exchanges communications with Mr. Stross, and I suggested that he inform Stross that I have no objection to being used as a straw man to emphasis a position... :lol:

Quote:

"life achievement in cool" at the Kerouak fest? Hey, that's cool :) What was it? A golden plaque on a 50's bumper car? :) Who else got this award?

Joël

The Kerouac Fest was held for three years running in Windbur, PA, at the Grand Midway Hotel, this year being the last. Sadly I was unable to attend any of the events, so I don't know who else got what. All I can say is that one day last month a package arrived here with a marble reectagle upon which was affixed a metal plaque engraved with my name, the award, and the awarding entity.

Cheers,
Gary

Col_Pladoh

Wednesday, 19th July, 2006, 05:08 PM

Quote:

*Originally Posted by **Priest_of_Boccob***

Hello Mr.Gygax. First I would like to say thank you for your wonderful creation of the original DnD. I don't know what I would have done without it, so thank you very much.

Greetings and welcome :)

Quote:

I have played every edition of DnD, except for 1st edition, cause unfortunately I can't find anyone to play 1st edition with :(I know that you are not a fan of the latest editions of the game (which is quite understandable).

Try www.dragonsfoot.com for a group playing OD&D.

Quote:

I would very much like to know what you think about a recent thread started about your influences in creating the game, and the possible influence of Tolkien (I know it may be a touchy subject, so I'm very sorry if I have annoyed you, that was not my intent).

the link is here: <http://boards1.wizards.com/showthrea...8&page=1&pp=30>

...i know it is on the website of the company that now has control of DnD, Wizards of The Coast, but I couldn't think of any single person that could contribute more to the conversation on the thread than your self.

I would love to know what you think, so if you would care to reply, it would be greatly appreciated, even if you were to just give your thoughts in a post here on this site.

thank you.

Well...

This is not touchy but rather cabbage that's been chewed more than once. Still, I'll comment here. If you wish, refer readers of the thread in question to this one.

I did indeed use names that Tolkien used in his LotR books in order to attract potential players to the D&D game. When it was being written, was published, early in the 70s the Rings Trilogy was surely the best known fantasy work around. That said, compare the elves of the D&D game with those that JRRT extoled. Quite a difference between the two, eh?

From where did I get my take on elves? Mainly from fairy tales such as the one in which the 12 princesses went through a secret door into Elfland every night, danced with elven princes so as to have holes in their slippers. Also, the folklore about entering the world of elves through a secret way under a stone that depicts elves as human-like in many respects. Much authored fantasy also treats elves in like manner, including their being soul-less.

I read literally thousands of SF, fantasy, folklore, and mythology books beginning in 1950. I can not recall exact references after so many years have passed, but I can assure all that Tolkien was not the first autor to consider elves as something other than tiny little fairy folk. In point of fact, fairies in fairy tales, and the French *Lutin* fair folk, are usually more like JRRT's version of elves than any other sort of folklore "race" other than perhaps the Norse *lysoalfar*, the "light elves." Of course, as Tolkien borrowed much from Norse mythology, it is likely that both his dwarves and elves came from there. I know my dwarves surely did.

Cheers,
Gary

Col_Pladoh

Wednesday, 19th July, 2006, 05:26 PM

Quote:

*Originally Posted by **MerricB***

Fantastic. :)

Argh! Too many good games to play! (You spelt both correctly, btw, Gary. At least, I could find them on boardgamegeek with your spelling...)

Ciao Merric,

The experience did leave me wanting to play each of them again, but our time had ended, so perhaps next gamin session, as one of the regulars is going to away. Sadly he is the one that brought the *Quo Vadis* and *Condoterri* games,,,

Quote:

I've just picked up the expansion to the War of the Ring game - great game, but takes 2+ hours to play. It seems I'm not role-playing on Friday night, so I'll get a chance to play it. I've really begun to appreciate the games that only take 30-60 minutes to play, which we can engage ourselves in while waiting for others to turn up. (That reminds me, Ben recently picked up Around the World in Eighty Days, which I must get him to bring again - although it's not quite of the standard of TTR:E or Settlers, it was very enjoyable to play.)

Cheers!

there has been a real resurgence in interest in board games, both classics and new ones that are likely to become classics inn time. I just ordered my own copy of *Puerto Rico* and a set of expansion cards as well as a classic version of the *Clue* game. With *Monopoly*, *Settlers of Catan* and *Rail Baron* around, we should have a fun evening. I confess that i am anxious for Troll Lord Games to publish my *King of England - King of France* board/card game for up to five players, though. IKt will be great fun playing it with the group when we aren't RPGing.

Cheers,
Gary

ColonelHardisson

Wednesday, 19th July, 2006, 05:27 PM

Quote:

*Originally Posted by **Col_Pladoh***

I can not recall exact references after so many years have passed, but I can assure all that Tolkien was not the first autor to consider elves as something other than tiny little fairy folk.

A very good example would be Lord Dunsany.

Col_Pladoh

Wednesday, 19th July, 2006, 05:31 PM

Quote:

*Originally Posted by **MutieMoe***

What are your thoughts on singleplayer computer RPG's and the online multiplayer games of today?

:D

They aren't really roleplaying...yet...but they are surely entertaining. So much so that I refrain from getting started because I will ignore everything else for days or weeks if I do so. That doesn't keep my sone, particularly the youngest, Alex, from playing online many a night into the wee hours with a buddy, the two teaming up mainly in *Warcraft*.

Electronic games are a howling success, and I do believe that they will continmue to top the motion picture industry in sales volume. We are doing all we can to get a MMP RPG online :)

Cheers,
Gary

Col_Pladoh

Wednesday, 19th July, 2006, 05:35 PM

Quote:

*Originally Posted by **ColonelHardisson***

A very good example would be Lord Dunsany.

Indeed.

Also I believe it was MArgaret St. Claire who wrote *The Secret People* in which elves were very much like humans.

Of course, the early English folklore had elves akin to small humans, likely based on the Picts, and called stone arrowheads they found "elf bolts".

Cheers,
Gary

Gray Mouser

Wednesday, 19th July, 2006, 06:30 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

I would have likely spotted it had the whole of the Psalm been quoted. I note that you used the Revised Standard Version.

Cheers,
Gary

Yes, I prefer the RSV to most modern translations, the vast majority of which have capitulated to politically correct "inclusive language." The

problem with such is twofold: 1) technically it's incorrect English and 2) changing a singular noun like the gender-neutral usage of "man" to "people" or "humans" requires more changes such as verb forms, referent pronouns, etc. and pretty soon you have Biblical verses that seem either unrecognizable or simply jarring to the ear. For example, I have read translations where Jesus tells the Apostles that instead of making them "fishers of men" he will make them "fish for people." Gah!

Gray Mouser

Gray Mouser

Wednesday, 19th July, 2006, 06:35 PM

Quote:

*Originally Posted by **Col_Pladoh***

Indeed.

*Also I believe it was MArgaret St. Claire who wrote *The Secret People* in which elves were very much like humans.*

Don't you realize that Tolkien was your main inspiration for the whole of D&D, Gary? Why continue to bring up the thousands of other stories and hundreds of other authors you had read before making the game and admit the truth that one author, whose major work you didn't particularly care for, is really responsible for every aspect of the game?

I kid! I joke!

Actually, I read the thread over at wizards and have but one thing to say: a lot of those people are maroons.

Quote:

Of course, the early English folklore had elves akin to small humans, likely based on the Picts, and called stone arrowheads they found "elf bolts".

*Cheers,
Gary*

Similar to humans? Obviously they didn't realize that they were really being influenced by Tolkien!

I kid!

;)

Actually, the possibility of basing elves from folklore on the Picts is kind of cool!

Gray Mouser

Col_Pladoh

Wednesday, 19th July, 2006, 07:47 PM

Quote:

*Originally Posted by **Gray Mouser***

...For example, I have read translations where Jesus tells the Apostles that instead of making them "fishers of men" he will make them "fish for people." Gah!

Gray Mouser

Sounds sort of like a Pete Benchly novel :confused:

Cheers,
Gary

Col_Pladoh

Wednesday, 19th July, 2006, 07:54 PM

Quote:

*Originally Posted by **Gray Mouser***

Don't you realize that Tolkien was your main inspiration for the whole of D&D, Gary? Why continue to bring up the thousands of other stories and hundreds of other authors you had read before making the game and admit the truth that one author, whose major work you didn't particularly care for, is really responsible for every aspect of the game?

Well...

I did enjoy *The Hobbit*, and I was awfully fond of the Tom Bombadil character. The rest was just too slow and dull for my taste. I somehow never could really relate to the mental agonies of a furry-footed midget and his similar companions. At least when Elric becomes depressive there is soon some action to make the reader forget the boring passage preceeding it :lol:

Quote:

Actually, I read the thread over at wizards and have but one thing to say: a lot of those people are maroons.

Eeeh... What's up, Doc?

...

Quote:

Actually, the possibility of basing elves from folklore on the Picts is kind of cool!

Gray Mouser

As I envisage them, the Wild Elves are more or less just that.

Cheerio,
Gary

Elfdart

Wednesday, 19th July, 2006, 07:59 PM

Quote:

*Originally Posted by **Col_Pladoh***

Indeed.

Also I believe it was MArgaret St. Claire who wrote The Secret People in which elves were very much like humans.

Of course, the early English folklore had elves akin to small humans, likely based on the Picts, and called stone arrowheads they found "elf bolts".

*Cheers,
Gary*

My nickname on the web boards comes from the old English term for back spasms (which I suffered several years ago) being labeled "elf darts" because the ancient Germanic peoples thought sudden pains and spasms were caused by invisible darts from the elves. On the other hand, Tolkien nerds are more of a pain in the a\$\$.

Elfdart

Wednesday, 19th July, 2006, 08:01 PM

Quote:

*Originally Posted by **Gray Mouser***

Don't you realize that Tolkien was your main inspiration for the whole of D&D, Gary? Why continue to bring up the thousands of other stories and hundreds of other authors you had read before making the game and admit the truth that one author, whose major work you didn't particularly care for, is really responsible for every aspect of the game?

I kid! I joke!

Actually, I read the thread over at wizards and have but one thing to say: a lot of those people are maroons.

Similar to humans? Obviously they didn't realize that they were really being influenced by Tolkien!

I kid!

;

Actually, the possibility of basing elves from folklore on the Picts is kind of cool!

Gray Mouser

Supposedly, that's what the Pechs are, as well as the Brownies.

Treebore

Wednesday, 19th July, 2006, 08:47 PM

Quote:

*Originally Posted by **Col_Pladoh***

Greetings and welcome :)

Try www.dragonsfoot.com for a group playing OD&D.

Well...

This is not touchy but rather cabbage that's been chewed more than once. Still, I'll comment here. If you wish, refer readers of the thread in question to this one.

I did indeed use names that Tolkien used in his LotR books in order to attract potential players to the D&D game. When it was being written, was

published, early in the 70s the Rings Trilogy was surely the best known fantasy work around. That said, compare the elves of the D&D game with those that JRRT extolled. Quite a difference between the two, eh?

From where did I get my take on elves? Mainly from fairy tales such as the one in which the 12 princesses went through a secret door into Elfland every night, danced with elven princes so as to have holes in their slippers. Also, the folklore about entering the world of elves through a secret way under a stone that depicts elves as human-like in many respects. Much authored fantasy also treats elves in like manner, including their being soul-less.

I read literally thousands of SF, fantasy, folklore, and mythology books beginning in 1950. I can not recall exact references after so many years have passed, but I can assure all that Tolkien was not the first author to consider elves as something other than tiny little fairy folk. In point of fact, fairies in fairy tales, and the French Lutin fair folk, are usually more like JRRT's version of elves than any other sort of folklore "race" other than perhaps the Norse lysoalfar, the "light elves." Of course, as Tolkien borrowed much from Norse mythology, it is likely that both his dwarves and elves came from there. I know my dwarves surely did.

Cheers,
Gary

You are a cool guy indeed! Ignore the ignorance and only respond to what little was of any interesting merit. I hope I meet you in person some day.

Is there a chance you'll be going to the Troll Con they are putting together down in OK. in March/April of next year? Or this GenCon? I'll be at both.

I also finally got my Troll shipment Monday (1 full week after my B-day). I was immediately hooked by the Castle Zagyg book. Excellent stuff. You are still the best, IMO. I haven't read LA:Essentials or Hall of Many Panes yet, still reading Castle Zagyg! I also bought World Builder. Haven't read that yet either, but my daughter has started to. If Castle Zagyg is any thing to go by I have a lot of very enjoyable reading ahead of me.

I hope you have a couple of decades of more creativity ahead of you. Take care.

Gray Mouser

Thursday, 20th July, 2006, 02:16 AM

Quote:

Originally Posted by **Elfdart**

Supposedly, that's what the Pechs are, as well as the Brownies.

Huh, I didn't know that. In fact, I thought the Pech was a creation of Gary's!

Gray Mouser

Gray Mouser

Thursday, 20th July, 2006, 02:25 AM

Quote:

Originally Posted by **Col_Pladoh**

Well...

I did enjoy The Hobbit, and I was awfully fond of the Tom Bombadil character. The rest was just too slow and dull for my taste. I somehow never could really relate to the mental agonies of a furry-footed midget and his similar companions. At least when Elric becomes depressive there is soon some action to make the reader forget the boring passage preceeding it :lol:

There's nothing like a good slaughter to liven things up; and to get rid of that pesky angst!

Quote:

As I envisage them, the Wild Elves are more or less just that.

Cheerio,
Gary

The Grugach based on the Picts? That's pretty interesting and yet another reason why I hate that you lost control of A/D&D. What I'd give to see what *could* have been published!

Gray Mouser

Brooklyn Red Leg

Thursday, 20th July, 2006, 03:47 AM

Quote:

Originally Posted by **Priest_of_Boccob**

I have played every edition of DnD, except for 1st edition, cause unfortunately I can't find anyone to play 1st edition with.

Might I suggest the [Knights & Knaves Alehouse](#) board....

Quote:

*Originally Posted by **Elfdart***

On the other hand, Tolkien nerds are more of a pain in the a\$\$.

Bah, no more so than any other group of nerds, say like *Star Trek*, *Star Wars*, *Macross* (well, almost all anime fans now) and any other number of situations that have spawned fan followings.

seskis281

Thursday, 20th July, 2006, 04:12 AM

Cheers Gary!

On the sci-fi side were you into reading Heinlein or Asimov?

John Maddog Wright :)

▼ Page 10 of 26 ◀◀ First ◀ 1 2 3 4 5 6 7 8 9 16 11 12 13 14 15 16 17 18 19 20 ... ▶ Last ▶▶ Show 20 post(s) from this thread on one page

All times are GMT +1. The time now is 03:54 PM.

Powered by vBulletin® Version 4.2.2

Copyright © 2014 vBulletin Solutions, Inc. All rights reserved.

Tynt Script Sponsored by Information Technology Salary

Credits System provided by vBCredits II Deluxe (Pro) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.

Custom Navigation provided by DragonByte Custom Navigation (Lite) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.

Super PM System provided by vBSuper_PM (Pro) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.

User Alert System provided by Advanced User Tagging (Pro) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.

Gary Gygax Q&A: Part XI

Printable View

Show 20 post(s) from this thread on one page

Page 11 of 26 First ... 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 ... Last

haakon1

Thursday, 20th July, 2006, 06:42 AM

Quote:

Originally Posted by Col_Pladoh

The Kerouac Fest was held for three years running in Windbur, PA, at the Grand Midway Hotel, this year being the last. Sadly I was unable to attend any of the events, so I don't know who else got what. All I can say is that one day last month a package arrived here with a marble reectabgle upon which was affixed a metal plaque engraved with my name, the award, and the awarding entity.

Ack! It might be an evil artifact, showing up like that unannounced. If it came wrapped in plain brown paper, it's definitely some sort of McGuffin! :eek:

Metagame thinking about real life amuses me sometimes. I'm weird. ;)

riprock

Thursday, 20th July, 2006, 10:37 AM

Quote:

Originally Posted by Col_Pladoh

Anyone that claims playing a "Let's Pretend" game formalized by rules, no matter what it is called, is an art form is deluded, or else attempting to delude the audience.

*Cheers,
Gary*

As a long-time player, having started around 1980 or 1981, I credit the "make-believe" for leading me toward mathematical simulations.

Mathematical simulations of complex systems (such as factories, warehouses, armies) are a very different kettle of fish than "Let's Pretend," but I would never have found them if I hadn't started with a red box (of BD&D) and the hardbacks of AD&D.

Something that is a little closer to "Let's Pretend" would be training exercises -- such as when I tell a low-level employee with no supervisory role to pretend he is a manager and his classmate is the director of technology. They're doing a kind of "Let's Pretend" -- but it's not really what I would call "play." It's more like "training" than "entertainment," although often it slips into "infotainment" and "edutainment."

Colonel, your responses generally focus on entertainment, imaginative fun, and so on. Do you have any advice for folks using make-believe for business simulations, military training, etc.?

vaguy010

Thursday, 20th July, 2006, 12:55 PM

Hi Gary,

I know this Q&A is over with, I did not know about it until now.

I do not have a question just a comment.

I am glad you did what you did, you are one of my heros # 2 on my list my dad is first sorry!

Anyways just thought I would say hi and I will try to come up with some good questions for you the next time you do a Q&A.

dcas

Thursday, 20th July, 2006, 02:44 PM

Quote:

Originally Posted by Col_Pladoh

As I envisage them, the Wild Elves are more or less just that.

Wylfs? ;)

BluSponge

Thursday, 20th July, 2006, 05:43 PM

Quote:

Originally Posted by dcas

Wylfs? ;)

I don't know that I'd consider wylfs contemporaries to wild elves. Wood elves, maybe. But wild elves? They are a bit too mellow for that.

Tom

Henry

Thursday, 20th July, 2006, 06:40 PM

Quote:

*Originally Posted by **vaguy010***

I know this Q&A is over with, I did not know about it until now.

:confused:

Did Gary say something I missed about not doing these anymore?

Treebore

Thursday, 20th July, 2006, 08:13 PM

Not according to anything here. did he say something on the Dragonsfoot Q&A?

JoeBlank

Thursday, 20th July, 2006, 08:22 PM

Quote:

*Originally Posted by **Henry***

:confused:

Did Gary say something I missed about not doing these anymore?

I think vaguy010 misunderstood this to be a real-time Q&A.

vaguy010, the good Col. happens by at his leisure and answers questions posted in this thread. Go ahead and post your questions, and check back over the next few days and hopefully he will have answered.

And welcome to EN World!

Treebore

Thursday, 20th July, 2006, 08:24 PM

Yes. He answered stuff on Dragonsfoot today. Maybe he is just too busy with real life today. His B-day is coming up too.

dcas

Friday, 21st July, 2006, 03:30 AM

Quote:

*Originally Posted by **BluSponge***

I don't know that I'd consider wylfs contemporaries to wild elves. Wood elves, maybe. But wild elves? They are a bit too mellow for that.

That's what I thought myself until Gary wrote that llfs were "rustic elves." So I figured they were more akin to wood elves and the wylfs to wild elves. Plus there's an illustration of a wylf in LR4AP with facial paint, etc., and that reminded me of the Picts.

Llaurenela

Friday, 21st July, 2006, 04:03 AM

Hi Ya Gary!
Just stopping in to say greetings to you and yours!
Llaurenela

Philotomy Jurament

Friday, 21st July, 2006, 07:38 AM

Quote:

*Originally Posted by **Llaurenela***

Hi Ya Gary!

Just stopping in to say greetings to you and yours!

Llaurenela

Hey -- nice amazon avatar. Strategically cropped. :)

So, Garymeister, can you give us any word on what you're working on with TRS (no, not T\$R! Total Reality Studios!)?

riprock

Friday, 21st July, 2006, 01:42 PM

Are memes enough to constitute involvement?

Context: 6 trO i i n l aDu i GygaX Di te o s O r l B E D D n a Q r O / gau D, g
http://www.antipope.org/charlie/blog..._dictator.html

I frequently find myself in the minority because I often claim that GygaXian writing extends far beyond D&D. I often claim that GygaX deserves to be credited with involvement -- good and bad -- for many good and bad aspects of culture. For example, I'll claim that the power-ups in Final Fantasy X have GygaXian memes.

Most folks claim I'm playing far too fast and loose with notions of what constitutes cultural involvement. But now that Stoss has named GygaX as the world dictator of the gaming culture, I guess I'm only the second-most-extreme theorist on the planet.

Quote:

Originally Posted by wikipedia

The term "meme" (IPA: [miˈm]), coined in 1976 by Richard Dawkins, refers to a replicator of cultural information that one mind transmits (verbally or by demonstration) to another mind. Dawkins said, Examples of memes are tunes, catch-phrases, clothes fashions, ways of making pots or of building arches. Other examples include deities, concepts, ideas, theories, opinions, beliefs, practices, habits, dances and moods which propagate within a culture. A meme propagates itself as a unit of cultural evolution analogous in many ways to the gene (the unit of genetic informaion). Often memes propagate as more-or-less integrated cooperative sets or groups, referred to as memeplexes or meme-complexes.

Source:

<http://en.wikipedia.org/wiki/Meme>

Rules A,B, and C (below) are intended to describe role-playing for engineering simulations and technical training. I don't know much about professional wargames: I know that they are used by warfighters to train for battle. But I believe professional wargames follow rules A,B, and C below.

C M I o The purpose of role-play is a better-functioning organization. (This obviously contradicts the purpose of D&D, Lejendary Adventures, etc. because those are intended as pure fun, not as art, education, etc.)

C M I o The designer is responsible for a realistic, scientifically accurate simulation that will allow the client to avoid guesswork, judgement calls, and inconsistencies. (This contradicts Rules 1, 2, and 3 below.)

C M I o Imagination requires effort: therefore the exercise should regard imagination as a limited resource to be conserved if possible. Standard operating procedures should be instinctive, although creative adaptation is welcome if the worker is well-grounded in SOP. (I believe this contradicts Rule 4 below, at least somewhat.)

Of course, as I mentioned, I started out as a wide-eyed boy on the threshold of Basic D&D around 1980 or so. Over the intervening quarter-century I think I've found certain memetic rules of GygaXian design:

C M I o Realism is limited to the level of a ripping yarn. The game will make some weird and arbitrary approximations for playability (such as experience points for adventuring instead of for training), and the whole thing will have simple math, not a detailed statistical spreadsheet. This is imagination, not military history or any other serious topic. (This rule requires many judgement calls and runs contrary to the design philosophies of Marc Miller and Steve Jackson, IMHO.)

C M I o The DM will not give very large amounts of detail about the world so that players can investigate it like scientists and exploit its natural laws like engineers. The world is detailed -- it has backstory and often it has illustrations and maps. The world has neat interactive puzzles and weird monsters with special powers and behaviors. But the world is not meant to be understood, it is meant for ripping yarns of high adventure. The players are not investigators, they are swashbuckling risk-takers. (I think Arneson published an anecdote about how his players tried to build steam engines but always failed; eventually they learned to trust magic swords.)

C M I o Even if an analysis of a game phenomenon is possible, the nature of the phenomenon is frequently determined by a random table that is sufficiently wacky to prevent effective exploitation. (This can severely frustrate physicists and engineers at the table, since it runs counter to their real-life intuitions. It can also frustrate hardcore military gamers, since real-life history of warfare often includes learning the enemy's tricks. The coolest stuff frequently is not analyzable or reproducible, e.g. a set of stone cogwheels that trigger an exotic door cannot be copied or imitated. The DM can spring numerous tactics on the party (including ambush, bizarre technology, etc.) but refuse to allow the party to learn and use the same tricks. Some tricks, like animating zombies, can simply be ruled off-limits.)

C M I o It's really cool to give the party a surface description and let them try to search, asking for more detail. Magic items often require extensive research into command words. This assumes that a party is willing to take the time to do the searching. Many players are not patient enough. Many DMs don't communicate well. (This is where less personal, more standardized experiences like "World of Warcraft" gain a foothold.)

C M I o It's cool to hand the party a problem such as how to transport bulky treasure. (I am confident this is fun when a highly skilled DM uses it. Many less-skilled DMs give highly portable treasure and/or big transportation advantages like Heward's Handy Haversack.) This has inspired games like Dungeon Siege, where the most distinctive element is the fact that most parties have at least one packmule.

So, I'm following Stross' lead in making extreme claims. I claim that Rules 1 through 5 have profoundly altered the popular imagination and the popular standards of reasoning, to the point where Colonel GygaX is culturally involved in works tangentially inspired by his work.

If this sounds like fulsome praise, bear in mind that whenever I voice this sentiment, I usually get two kinds of objections: a) that I'm blaming Colonel GygaX for problems that aren't his fault, and b) that I'm praising him for achievements he didn't do or even claim to do.

If it's of interest to anyone, I could develop my hypothesized memetic connections between GygaXian role-play and games such as Traveller, Ars Magica or Mage: the Ascension.

Sorry for the long-winded post.

Col_Pladoh

Friday, 21st July, 2006, 04:22 PM

Apologies Fellows!

I was not ignoring your posts here. Somehow I was not notified that there were new ones, and I just happened to check and found this long string of them... :uhoh:

Time for me to get bust responding!

Cheers,
Gary

Col_Pladoh

Friday, 21st July, 2006, 04:25 PM

Quote:

*Originally Posted by **Elfdart***

My nickname on the web boards comes from the old English term for back spasms (which I suffered several years ago) being labeled "elf darts" because the ancient Germanic peoples thought sudden pains and spasms were caused by invisible darts from the elves. On the other hand, Tolkien nerds are more of a pain in the a\$\$.

Interesting origin of the name, and something I had not read before. thanks.

Happy for you that the spasms have ceased. I injured my back when I was working as a mover in my late teens, and had many a chiropractic treatment before a kinesiologist one cured the problem,

Cheers,
Gary

Col_Pladoh

Friday, 21st July, 2006, 04:26 PM

Quote:

*Originally Posted by **Elfdart***

Supposedly, that's what the Pechs are, as well as the Brownies.

Yuppers,

But two distinct takes on their nature... :eek:

Cheers,
Gary

Col_Pladoh

Friday, 21st July, 2006, 04:38 PM

Quote:

*Originally Posted by **Treebore***

You are a cool guy indeed! Ignore the ignorance and only respond to what little was of any interesting merit. I hope I meet you in person some day.

So much to accomplish, so little time in which to do it... :lol:

Come to Lake Geneva and meeting me is easy. The Lake Geneva Gaming Convention gives you a good excuse to make the trip, not to mention more to look forward to.

Quote:

Is there a chance you'll be going to the Troll Con they are putting together down in OK. in March/April of next year? Or this GenCon? I'll be at both.

Sorry, but no. I have cut way back on my traveling the last couple of years.

Quote:

I also finally got my Troll shipment Monday (1 full week after my B-day). I was immediately hooked by the Castle Zagyg book. Excellent stuff. You are still the best, IMO. I haven't read LA:Essentials or Hall of Many Panes yet, still reading Castle Zagyg! I also bought World Builder. Haven't read that yet either, but my daughter has started to. If Castle Zagyg is any thing to go by I have a lot of very enjoyable reading ahead of me.

Happy that you are enjoying the CZ work :D

The *LA Essentials* game is just what it calls itself, the LA RPG in a relative nutshell. Do not be thinking D&D when you read it, as the system is not at all similar to the latter, save in spirit and potential enjoyment. The differences will be rather plain when you read *Hall of Many Panes*, compare the LA material to that for D20. The *World Builder* is a most useful book of lists and "descriptive": as my co-author Dan Cross coined a word to describe it.

Quote:

I hope you have a couple of decades of more creativity ahead of you. Take care.

Well, I'll drink to that!

Although I am semi-retired, not able to spend 70 or so hours a week doing creative work, I am still active about half as much each week, the main trouble is that more than half of that time is spent on business matters, email, or board posts :heh:

Cheers,
Gary

Col_Pladoh

Friday, 21st July, 2006, 04:43 PM

Quote:

*Originally Posted by **Gray Mouser***

There's nothing like a good slaughter to liven things up; and to get rid of that pesky angst!

:lol:

Noah Chin just sent me his latest *Fuzzy Knights* strip in which the players do just that at the conclusion.

Quote:

The Grugach based on the Picts? That's pretty interesting and yet another reason why I hate that you lost control of A/D&D. What I'd give to see what could have been published!

Gray Mouser

Elfdart noted that the pech and the brownie were derived from the Picts. I am not sure of the origin of the grugach, but it might well have been another folklore take on them. As a matter of fact I did much enjoy reading through texts dealing with mythology and folklore, the medieval bestiaries and all, translating what seemed interesting into material for the AD&D game. What seems to be lacking now is a real love for fantasy and the game system...

Cheers,
Gary

Col_Pladoh

Friday, 21st July, 2006, 04:48 PM

Quote:

*Originally Posted by **Brooklyn Red Leg***

...

Bah, no more so than any other group of nerds, say like Star Trek, Star Wars, Macross (well, almost all anime fans now) and any other number of situations that have spawned fan followings.

:lol:

As demonstrated by Steven Colbert when he was on the Conan O'Brien show a few nights back.

As a matter of fact rabid RPG fans can be as boring as any Tolkien buff, Trekkie, or like devotee if all they talk about is that single subject.

Cheers,
Gary

P.S.

Damn! I could have sworn that there was at least one Michigan regiment in the Iron Brigade...

Gary Gygax Q&A: Part XI

Printable View

Page 12 of 26 << First ... 2 3 4 5 6 7 8 9 10 11 16 13 14 15 16 17 18 19 20 21 22 ... Last >> Show 20 post(s) from this thread on one page

Col_Pladoh

Friday, 21st July, 2006, 04:54 PM

Quote:

*Originally Posted by **seskis281****Cheers Gary!**On the sci-fi side were you into reading Heinlein or Asimov?**John Maddog Wright :)*

Yes indeed! I read and enjoyed much of Bob Heinlein's work up to *Glory Road*, a novel I found rather a bore. I began reading Isaac Asimov's writing with *Foundation* when I was around 13 years old, and read much of what he wrote through 1956, and all of his essays in the *Magazine of Fantasy & Science Fiction*. He and I were engaged on the same film project back in the early 1980s, and we chattered a bit on the phone. I was looking forward to meeting him in New York, working with him, but the project fell through...

Cheers,
Gary

Col_Pladoh

Friday, 21st July, 2006, 04:59 PM

Quote:

*Originally Posted by **haakon1****Ack! It might be an evil artifact, showing up like that unannounced. If it came wrapped in plain brown paper, it's definitely some sort of McGuffin! :eek:**Metagame thinking about real life amuses me sometimes. I'm weird. :)*

:lol:

As a matter of fact I know the chap that owns the Grand Midway hotel, sponsored the Kerouac Fest. He worked for Stan Lee, and I met him first out LA. Needless to say, he was a D&D game fan, as were the bio0logists that named a new strain of bacteria after me, *arthronema gygaxiana* :heh:

Cheers,
Gary

Col_Pladoh

Friday, 21st July, 2006, 05:10 PM

Quote:

*Originally Posted by **riprock***

...

Colonel, your responses generally focus on entertainment, imaginative fun, and so on. Do you have any advice for folks using make-believe for business simulations, military training, etc.?

A most interesting application of an interest in the RPG, amigo!

While games can educate and instruct, they must be first and foremost fun and entertaining, or else the audience will not participate in the play for any meaningful period.

What you are speaking of are simulations. I well recall the international simulations that were vogue in the late 1960. They were interesting, challenging, and entertaining if one had the proper mindset.

Those participating in a simulation must be engaged in the subject, motivated by a desire to further their knowledge and understanding of what is being simulated, and the "play" is more similar to competitive sports/games than that of the RPG. The rewards for excellence in a simulation must be set forth clearly, as they are not likely to be obvious and immediate.

That's about all I have to offer off the top of my head...short of a real study on my part and a scholarly essay thereafter based on that research ;)

Cheers,
Gary

Col_Pladoh

Friday, 21st July, 2006, 05:14 PM

Quote:

*Originally Posted by **vaguy010***

Hi Gary,

I know this Q&A is over with, I did not know about it until now.

I do not have a question just a comment.

I am glad you did what you did, you are one of my heros # 2 on my list my dad is first sorry!

Anyways just thought I would say hi and I will try to come up with some good questions for you the next time you do a Q&A.

Hi Vaguy010,

No way this Q&A thread is over yet... Ask away if you like.

Rest assured I am really honored to be #2 on your heroes list. I should come after your father, and maybe then some ;)

Cheers,
Gary

Col_Pladoh

Friday, 21st July, 2006, 05:18 PM

Quote:

*Originally Posted by **dcas***

Wylfs? ;)

Heh...

Always good to have an LA game fan posting :D

Indeed the personality of the Grotto and Thicket Wylf is based loosely on that of the Picts of folklore, not the usual elves. Of course elves are also based in part on the Picts. The culture and physical appearance of the Wylfs is something I made up to suit the game.

Cheers,
Gary

Col_Pladoh

Friday, 21st July, 2006, 05:20 PM

Quote:

*Originally Posted by **Henry***

:confused:

Did Gary say something I missed about not doing these anymore?

:uhoh:

I don't think so... Likely the assumption came from the number of unanswered posts, the reason for which I have already explained :\

Cheers,
Gary

Col_Pladoh

Friday, 21st July, 2006, 05:21 PM

Quote:

*Originally Posted by **Treebore***

Not according to anything here. did he say something on the Dragonsfoot Q&A?

Noppers!

I am still going along there too :)

Cheers,
Gary

Col_Pladoh

Friday, 21st July, 2006, 05:26 PM

Quote:

Originally Posted by **Treebore**

Yes. He answered stuff on Dragonsfoot today. Maybe he is just too busy with real life today. His B-day is coming up too.

Hesh yo mouff up!

At my age things like that are best forgotten...

:lol:

Gary

Col_Pladoh

Friday, 21st July, 2006, 05:28 PM

Quote:

Originally Posted by **Llaurenela**

Hi Ya Gary!

Just stopping in to say greetings to you and yours!

Llaurenela

Ciao Llaurenela:)

Thanks. You have been absent from the Talk List, and I was wondering what was happening.

Cheers,

Gary

Col_Pladoh

Friday, 21st July, 2006, 05:30 PM

Quote:

Originally Posted by **Steverooo**

So, Garymeister, can you give us any word on what you're working on with TRS (no, not T\$R! Total Reality Studios!)?

:confused:

I don't believe I am working on anything with TRS at this time.

What prompted the inquiry?

Cheers,

Gary

Col_Pladoh

Friday, 21st July, 2006, 05:46 PM

Hi Riprock,

While not many will dispute that the lot of RPGs are based to some greter or lesser extent on my work, and that I have influenced many people in regards to entertainment, creativity, even education and career, and I am now a part of pop culture, I do not believe that the influence extends beyond that. Of course those who were positively influenced by my game efforts might well have a collectively greater impact on our society, but in such case the credit or blame for that rests with those worthies ;)

Cheers,

Gary

Treebore

Friday, 21st July, 2006, 07:59 PM

One thing I can definitely thank the influence of D&D, especially your 1st edition, is for making me realize how thinking outside the box is a very good skill to have, and in turn is why I own this stuff: [Collection/business](#) and [Homes](#)

Plus what your game taught me helped me to help a lot of people in this world. Pehaps the most dramatic being getting a bunch of joint replacement parts to doctors and patients over in Russia about 6 years ago (Apatite/Murmanske region). It is a warm fuzzy feeling to know people are walking again.

So those are a couple of the indirect effects your work has had on the world. Not to mention my family and I.

So you are definitely right about the continued indirect effect your D&D is having on this world, whether those people realize it came from them playing D&D or not. I know it is from D&D, but I also know I am much more "self aware" than many.

I also see how playing is helping me to help my children to prepare for the world at large with the moral dilemma's I throw at them during the course of our games. I bet you did the same when you DMed your kids.

So yes, the creation you made available to the world is doing a lot of good. Not to mention a whole bunch of confessions I have heard about it keeping people from getting too deep into drugs and suicidal thoughts and just helping out enough that their lives aren't as bad as they otherwise

would have been.

You definitely have a creation to be immensely proud of. Very few people have that "honor". Must be tough to put in a perspective you can comfortably deal with.

I will try to make the L. Geneva Convention next year. In fact I will be there if a certain power is willing to let me make it happen. Considering how good he has been to me so far, I'm confident. I'll hopefully be able to bring my whole family. Its hard to say. The Army really messed up my wifes health a couple of years ago. I'll bring who I can.

Gray Mouser

Friday, 21st July, 2006, 08:00 PM

Quote:

*Originally Posted by **Col_Pladoh***

Elfdart noted that the pech and the brownie were derived from the Picts. I am not sure of the origin of the grugach, but it might well have been another foklore take on them. As a matter of fact I did much enjoy reading through texts dealing with mythology and folklore, the medieval bestiaries and all, translating what seemed interesting into material for the AD&D game. What seems to be lacking now is a real love for fantasy and the game system...

*Cheers,
Gary*

Huh, much like the Pech I assumed that Wild Elves (Grugach) were also creaitons of your own out of whole clothe! You learn something new every day.

BUt wait, does this mean that you did *not* gain your inspiration for these Elves from JRRT? Say it isn't so!

;)

Not to beat a dead horse or anything, but where did you get the idea for Valley Elves? Were they also based in mythology? I rather like them and have a small community of them in my campaign.

Gray Mouser

Gray Mouser

Friday, 21st July, 2006, 08:05 PM

Hey Colonel, I was just wondering given the recent talk of JRRT and the extent of his (non)emphasis on you and A/D&D have you ever read LeGuin's *The Wizard of Earthsea* series? I just picked up the first book to reread last night and find them an interesting read. I always thought Earthsea would make a cool campaign setting, too!

Gray Mouser

Col_Pladoh

Friday, 21st July, 2006, 09:00 PM

Quote:

*Originally Posted by **Treebore***

One thing I can definitely thank the influence of D&D, especially your 1st edition, is for making me realize how thinking outside the box is a very good skill to have, and in turn is why I own this stuff: [Collection/business](#) and [Homes](#)

those are impressive websites.

A few quick general comments:

I see you like the wide open spaces, out where the cactus grow... :lol:

I envy you the shooting range. Used to be able to plink a few blocks from town back when I was a ladm and in hunting season the sound of shotguns and rifles could be heard all over Lake Geneva. the squirrels, rabbits, ducks, geese, and deer are still here but no hunters.

My youngest son is is iterested in attending metalsmithing school, likes making jewelry. My second son is a captain in the army, plans to get his master's degree and make major in a few years.

Quote:

Plus what your game taught me helped me to help a lot of people in this world. Pehaps the most dramatic being getting a bunch of joint replacement parts to doctors and patients over in Russia about 6 years ago (Apatite/Murmanske region). It is a warm fuzzy feeling to know people are walking again.

Absolutely! Good work.

Quote:

So those are a couple of the indirect effects your work has had on the world. Not to mention my family and I.

So you are definitely right about the continued indirect effect your D&D is having on this world, whether those people realize it came from them playing D&D or not. I know it is from D&D, but I also know I am much more "self aware" than many.

I also see how playing is helping me to help my children to prepare for the world at large with the moral dilemma's I throw at them during the course of our games. I bet you did the same when you DMed your kids.

So yes, the creation you made available to the world is doing a lot of good. Not to mention a whole bunch of confessions I have heard about it keeping people from getting too deep into drugs and suicidal thoughts and just helping out enough that their lives aren't as bad as they otherwise would have been.

You definitely have a creation to be immensely proud of. Very few people have that "honor". Must be tough to put in a perspective you can comfortably deal with.

I will try to make the L. Geneva Convention next year. In fact I will be there if a certain power is willing to let me make it happen. Considering how good he has been to me so far, I'm confident. I'll hopefully be able to bring my whole family. Its hard to say. The Army really messed up my wives health a couple of years ago. I'll bring who I can.

I do appreciate your comments regarding the positive contributions made by the D&D game. As I mentioned, it is only because it helped players realize their own potential, though, not by some innate quality of the game *per se*. :)

A number of gamers brought their families here this year for the LGGC, so that's a good plan. I hope it works out for you. The convention is small, informal, intimate, and a good deal of fun. Despite this place being a tourist trap, there are still places where lodging can be had at a reasonable price, and the same can be said for finding meals that are good and relatively inexpensive.

Cheerio,
Gary

Col_Pladoh

Friday, 21st July, 2006, 09:08 PM

Quote:

*Originally Posted by **Gray Mouser***

Huh, much like the Pech I assumed that Wild Elves (Grugach) were also creaitons of your own out of whole clothe! You learn something new every day.

Yuppers, I lifted the Grugach from folklore.

Quote:

BUt wait, does this mean that you did not gain your inspiration for these Elves from JRRT? Say it isn't so!

;)

I determined to have elvish PCs play a regular role in the D&D game because of JRRT's writing, that's a fact. As to the inspiration for D&D elves, no, it didn't really come from his version of elves. although I did make them foes of orcs, and shoot bows well so as to not disapoint the fans of the rings Trilogy too much. After all, in D&D elves are inferior to humans in all respects save longevity.

Quote:

Not to beat a dead horse or anything, but where did you get the idea for Valley Elves? Were they also based in mythology? I rather like them and have a small community of them in my campaign.

Gray Mouser

Neigh! don;t thwack me further :lol:

Actually, I made them up out of the elvish template and my vision of the Valley of the Mage. It seemed a good idea to have the elvesthere a good deal different from the rest...as were the Drow :eek:

Cheers,
Gary

Col_Pladoh

Friday, 21st July, 2006, 09:13 PM

Quote:

*Originally Posted by **Gray Mouser***

Hey Colonel, I was just wondering given the recent talk of JRRT and the extent of his (non)emphasis on you and A/D&D have you ever read LeGuin's The Wizard of Earthsea series? I just picked up the first book to reread last night and find them an interesting read. I always thought Earthsea would make a cool campaign setting, too!

Gray Mouser

Hmmm...

As near as I can recollect, I read the initial "Earthsea" book a long time ago, when it was a recent release...maybe around 1970. I suppose I wasn't much moved by the work, as I can't remember it at all. As with the "Perm" books, different strokes for different folks.

Cheers,
Gary

Quote:

Originally Posted by **Col_Pladoh**

Interesting origin of the name, and something I had not read before. thanks.

Happy for you that the spasms have ceased. I injured my back when I was working as a mover in my late teens, and had many a chiropractic treatment before a kinesiologist one cured the problem,

*Cheers,
Gary*

In my case my two-year-old nephew got a running start, jumped and landed with full force on the center of my back while I lay on my stomach on the floor helping his older brother with a coloring book. There was a terrible crunch the rest of the family heard all the way in the dining room. But a few days later my spasms were mostly gone and in a few weeks, gone for good. My doctor said the little squirt must have knocked the slipped disk back into place.

The bit about the elf shots comes from *The Year 1000*, a book I recommend to anyone -not just gamers. It gives a detailed look at what life was like over a thousand years ago in England. It's a very informative and entertaining read.

As for the grugach, gruagach, grogan, it's a faerie/ elfin/ goblin from Gaelic folklore, usually depicted as either looking like a youth (Col Pladoh's version), a maiden or a hairy dwarf -all about 4' tall. They are like brownies in that they often act as guardians and servants around farms, though the grugach look after herds of cattle rather than the barns and farmhouses. This is from *The Encyclopedia of Fairies* by Katherine Briggs, another book I can't recommend enough for any DM. It's great for throwing ringers at players who know the Monster Manuals front-to-back. Sometimes it's just a matter of taking a regular monster like goblins, giving them one of the alternate names and letting the players' imaginations get the better of them as you tell them the local peasants don't dare go near such-and-such because of the dreaded Fuath. The best is the Baobhan Sith (Bavanshee), a gaelic vampire that can only be repelled by iron. The PCs hear the name and think of the Banshee, then they might see the victims and think Vampire only to panic when the garlic and crucifix doesn't hold them at bay. :]

Lanefan

Saturday, 22nd July, 2006, 02:00 AM

As you're being so kind as to answer these questions, may I present one a little bit from left field, in hopes it hasn't been asked and answered a hundred times before:

It regards a rumour I've heard about the inspiration behind the Bulette, from MMI. Back in the day when we were all kids, there was a series of small plastic toy dinosaurs etc., some of which didn't entirely look like dinosaurs at all...and one of which, rumour has it, was the inspiration behind the Bulette. True, or not true?

Lanefan

Philotomy Jurament

Saturday, 22nd July, 2006, 03:20 AM

Quote:

Originally Posted by **Lanefan**

Back in the day when we were all kids, there was a series of small plastic toy dinosaurs etc., some of which didn't entirely look like dinosaurs at all...and one of which, rumour has it, was the inspiration behind the Bulette.

While not commenting on the inspiration or not (I'll leave that to Gary), I can confirm that the plastic toy did exist -- I had one. One that looked like a rust monster came in the same bag. They're probably in my parents' attic.

Treebore

Saturday, 22nd July, 2006, 03:43 AM

Quote:

*Originally Posted by **Col_Pladoh****those are impressive websites.**A few quick general comments:**I see you like the wide open spaces, out where the cactus grow... :lol:**I envy you the shooting range. Used to be able to plink a few blocks from town back when I was a lad and in hunting season the sound of shotguns and rifles could be heard all over Lake Geneva. the squirrels, rabbits, ducks, geese, and deer are still here but no hunters.**My youngest son is is iterested in attending metalsmithing school, likes making jewelry. My second son is a captain in the army, plans to get his master's degree and make major in a few years.**Absolutely! Good work.**I do appreciate your comments regarding the positive contributions made by the D&D game. As I mentioned, it is only because it helped players realize their own potential, though, not by some innate quality of the game per se. ;)**A number of gamers brought their families here this year for the LGGC, so that's a good plan. I hope it works out for you. The convention is small, informal, intimate, and a good deal of fun. Despite this place being a tourist trap, there are still places where lodging can be had at a reasonable price, and the same can be said for finding meals that are good and relatively inexpensive.**Cheerio,
Gary*

I realize you had absolutely no idea what kind of "box" you were opening when you opened the D&D boxed set to the world (the first ones you sold were boxes, right?). Which probably makes it hard for you when all these people give you all this credit you don't feel you deserve.

Would it really be any better for you if you actually knew, or even strongly suspected, the wide range of impact the game would have on the world?

You may have unwittingly released the proverbial plague upon the world, but at least it is one to be proud of, whether or not you had a clue to all the fun and happiness it was going to give to so many.

As for where i live, I am surprised at how much I love it here. It "feels" so completely right for me to live here. I can't explain it any better than that. Its awesome watching those lightning and thunder storms crossing the mountains onto the plains, kicking up that big rolling cloud of dust in front of it. Then to be able to see the rainbows from one end to the other. Many times there are two or three side by side. Then the sunsets, clear sky or filled with thunder clouds. Absolutely beautiful.

Plus I never thought I would like owning horses and goats as much as I do. Being a "rock hound" has its advantages out here as well.

Yes, I do love it here.

As for the LGGC I am a regular on the Troll boards for C&C, so I'll just keep my eye on it (the LGGC forum) for when the next time rolls around. Plus I have looked at the pictures that have been posted. Hopefully I will get to participate in the LA games on your porch next year.

Steverooo

Saturday, 22nd July, 2006, 07:51 AM

Quote:

*Originally Posted by **Col_Pladoh****:confused:**I don't believe I am working on anything with TRS at this time.**What prompted the inquiry?*

After Legends went under, I contacted Lady Amanda, and commiserated with her, and she mentioned something upcoming (with Troll Lords, IIRC). I haven't seen anything but C&C/Castle Xaggy out of the lot of you, since, so I thought I'd ask. Must be another long-dead, forgotten project! :p

Quote:

Originally Posted by **Treebore**

One thing I can definitely thank the influence of D&D, especially your 1st edition, is for making me realize how thinking outside the box is a very good skill to have, and in turn is why I own this stuff: [Collection/business](#) and [Homes](#)

Plus what your game taught me helped me to help a lot of people in this world. ...

...

So yes, the creation you made available to the world is doing a lot of good. Not to mention a whole bunch of confessions I have heard about it keeping people from getting too deep into drugs and suicidal thoughts and just helping out enough that their lives aren't as bad as they otherwise would have been.

You definitely have a creation to be immensely proud of. Very few people have that "honor". Must be tough to put in a perspective you can comfortably deal with.

Treebore, the pictures of your house seem to be missing today. I can see the site with the gemstones, though: those are some amazing stones. The AD&D DMG inspired me to take a geology class, but I stopped there.

I'll also second the sentiment that role-playing is a healthier form of escapism than television, drugs, or various other modern diversions.

As for a perspective that can comfortably deal with how much D&D changed the world, I'd suggest this one: Nothing can resist the power of an idea whose time has come, and D&D happened to be the idea that opened the floodgates for a new form of culture.

So the moral of the story is: look around, find the ideas whose time is coming, and work to bring them into reality.

riprock

Saturday, 22nd July, 2006, 09:12 AM

Quote:

Originally Posted by **Col_Pladoh**

While games can educate and instruct, they must be first and foremost fun and entertaining, or else the audience will not participate in the play for any meaningful period.

Hmm. If I can't figure out what the trainees find to be fun, maybe I can find out from the folks who deal with them every day. If I knew them better, I could keep them more engaged.

Quote:

Originally Posted by **Col_Pladoh**

What you are speaking of are simulations. I well recall the internation simulations that were vogue in the late 1960. They were interesting, challenging, and entertaining if one had the proper mindset.

I am happy to say that various forms of internet simulation games -- some serious, some playful-- seem to be getting more accessible and cheaper.

Quote:

Originally Posted by **Col_Pladoh**

Those participating in a simulation must be engaged in the subject, motivated by a desire to further their knowledge and understanding of what is being simulated, and the "play" is more similar to competitive sports/games than that of the RPG. The rewards for excellence in a simulation must be set forth clearly, as they are not likely to be obvious and immediate.

I tend to under-prepare on various things, but until now I hadn't thought of rewards as a high priority for exercise preparation. Since I'm not very competitive I've never presented such things as competitions, and I've often been surprised when some students seemed to be grabbing for the limelight. (I shouldn't have been surprised-- I've seen competition among players from both sides of the DM screen.) Probably I could bring up the rewards in my intro and encourage some competition to keep everyone awake.

Hmm. I need to work out some details, but there are clearly a few changes I know I want to make for my next big presentation.

Thanks very much!

Treebore

Saturday, 22nd July, 2006, 09:58 AM

Quote:

Originally Posted by **riprock**

Treebore, the pictures of your house seem to be missing today. I can see the site with the gemstones, though: those are some amazing stones. The AD&D DMG inspired me to take a geology class, but I stopped there.

I'll also second the sentiment that role-playing is a healthier form of escapism than television, drugs, or various other modern diversions.

As for a perspective that can comfortably deal with how much D&D changed the world, I'd suggest this one: Nothing can resist the power of an

idea whose time has come, and D&D happened to be the idea that opened the floodgates for a new form of culture.

So the moral of the story is: look around, find the ideas whose time is coming, and work to bring them into reality.

They definitely look broken. I'll tell my webmaster (my wife).

Treebore

Saturday, 22nd July, 2006, 10:02 AM

Right now only the first page of the houses are broken. The rest all look good. Plus at the bottom of the "rock" page are links that will take you to our animals and other stuff, such as the art of my 14 year old daughter. Most of that art was done over a year ago, when she was 13.

Col_Pladoh

Saturday, 22nd July, 2006, 04:33 PM

Howdy Elfdart,

I do believe that I have read about the book *The Year 1000* somewhere before, and I will have to make a point of finding and ordering a copy.

I do indeed have *The Encyclopedia of Fairies* by Katherine Briggs in my folklore book collection. Your recommendation to GMs to get a copy and use it to enliven encounters with critters is a good one!

Cheers,
Gary

Col_Pladoh

Saturday, 22nd July, 2006, 04:42 PM

Quote:

*Originally Posted by **Lanefan***

As you're being so kind as to answer these questions, may I present one a little bit from left field, in hopes it hasn't been asked and answered a hundred times before:

It regards a rumour I've heard about the inspiration behind the Bulette, from MMI. Back in the day when we were all kids, there was a series of small plastic toy dinosaurs etc., some of which didn't entirely look like dinosaurs at all...and one of which, rumour has it, was the inspiration behind the Bulette. True, or not true?

Lanefan

Hi Lanefan,

As noted by Philotomy Jurament, there was a set of plastic toys laughingly labeled as dinosaurs IRRR. I frequented the local dime stores back in the late 60s and early 70s searching for toys that would suit tabletop fantasy gaming. The said bag contained three we incorporated--the bulette, the owl bear, and the rust monster. Scale was a bit of a problem, but when improvised figurines are all that one has, the players were quite willing to make do :lol:

Cheers,
Gary

Col_Pladoh

Saturday, 22nd July, 2006, 05:00 PM

Ciao Treebore,

Quote:

*Originally Posted by **Treebore***

I realize you had absolutely no idea what kind of "box" you were opening when you opened the D&D boxed set to the world (the first ones you sold were boxes, right?). Which probably makes it hard for you when all these people give you all this credit you don't feel you deserve.

Would it really be any better for you if you actually knew, or even strongly suspected, the wide range of impact the game would have on the world?

Heh, and a little box is was that OD&D came in. As all the serious players had to invest a good deal of their own time and creative thought into the game, the credit is certainly a shared one.

Ah, yes! Had I an inkling of the impact of the D&D game when I was writing it, I would have been a lot more careful in the layout and details contained in the work, done it more as if it were a college paper than a fanzine piece :\

Quote:

You may have unwittingly released the proverbial plague upon the world, but at least it is one to be proud of, whether or not you had a clue to all the fun and happiness it was going to give to so many.

We all loved the game, and I was sure that we would sell at least 50K sets, the mark that The Avalon Hill Company's *Panzer Blitz* hit that was a record for a wargame.

Quote:

As for where i live, I am surprised at how much I love it here. It "feels" so completely right for me to live here. I can't explain it any better than that. Its awesome watching those lightning and thunder storms crossing the mountains onto the plains, kicking up that big rolling cloud of dust in front of it. Then to be able to see the rainbows from one end to the other. Many times there are two or three side by side. Then the sunsets, clear sky or filled with thunder clouds. Absolutely beautiful.

Plus I never thought I would like owning horses and goats as much as I do. Being a "rock hound" has its advantages out here as well.

Yes, I do love it here.

Aw shucks!

While I must agree that the sky is right pretty there, glorious even, I sure had plenty of animals here in Wisconsin, including a one-third ownership in a billy goat (:eek:) when I was around age 13, a real herd of horses when I was in my 40s, one of them a state junior champion mare. In the mix was a raccoon, crow, rabbits, chickens, ducks, and geese plus sheep, swine, and cattle a bit before the time of the equines.

Quote:

As for the LGGC I am a regular on the Troll boards for C&C, so I'll just keep my eye on it (the LGGC forum) for when the next time rolls around. Plus I have looked at the pictures that have been posted. Hopefully I will get to participate in the LA games on your porch next year.

Great!

With some good luck and the Good Lord willing, I'll be here to run the games :lol:

Cheers,
Gary

Col_Pladoh

Saturday, 22nd July, 2006, 05:12 PM

Quote:

*Originally Posted by **Steverooo***

After Lejends went under, I contacted Lady Amanda, and commiserated with her, and she mentioned something upcoming (with Troll Lords, IIRC). I haven't seen anything but C&C/Castle Xagyg out of the lot of you, since, so I thought I'd ask. Must be another long-dead, forgotten project! .p

Well...

The Trolls are doing the rather extensive "Gygaxian Fantasy Worlds" generic reference book series that is under my auspices, several of the works authored or co-authored by me, the *Legendary Adventure Essentials* boxed set along with several LA game modules, and are working towards LA game core rules expansion book publication, then the production of a revised version of the game in hardback form. Also pending is the publication of the *Legendary AsteRogues* Fantastical Science RPG, as well as the re-release of the "Gord the Rogue" books in hardbound editions, a boardgame design titled *King of England - King of France* and likely more genre expansions for the LA game system. They even have a children's fantasy book I wrote in their backlog of mss. to produce. Somehow you have missed a good deal that TLG has released has touted the release of, or has plans to do :lol:

None of that is with TRS, though, and I do believe that operation is defunct.

Cheers,
Gary

Col_Pladoh

Saturday, 22nd July, 2006, 05:18 PM

Howdy Riprock,

If you can relate the participation to career goals, improved chance for financial rewards, and/or possession of superior knowledge/performance excellence, the major bases will be covered.

Actually, approval/praise from you before the group is likely to be considered a reward by participants sincere in their desire.

Anyway, good luck :D

Cheers,
Gary

seskis281

Saturday, 22nd July, 2006, 05:34 PM

Hi Gary!

Thanks for the response - when I was young Friday nights were reading nights, when the TV was turned off and my father would read to us - All the early works of Robert Heinlein, Asimov, even the entire "Lord of the Rings." My father got to know Virginia Heinlein a couple of years ago before her passing, and he's currently really involved with the author's foundation. It was this exposure to "listening" to a sci-fi tale or fantasy tale, in which we closed our eyes and imagined, that sparked my interest and led me to the bookstore to buy my first set of Basic and Expert D&D.

I was wondering if you also knew H. Beam Piper, specifically the book *Lord Kalvan of Othewhen* ? I have always thought that the idea of paratime (multiple dimensions of Earth) would make an outstanding RPG and I may try to design it someday.

Oh, and a happy belated birth-day. Mine's tomorrow.

John Wright

"Sometimes you've got to know when to roll 'em.... know when to run."

Col_Pladoh

Saturday, 22nd July, 2006, 05:51 PM

Quote:

*Originally Posted by **seskis281***

Hi Gary!

Thanks for the response - when I was young Friday nights were reading nights, when the TV was turned off and my father would read to us - All the early works of Robert Heinlein, Asimov, even the entire "Lord of the Rings." My father got to know Virginia Heinlein a couple of years ago before her passing, and he's currently really involved with the author's foundation. It was this exposure to "listening" to a sci-fi tale or fantasy tale, in which we closed our eyes and imagined, that sparked my interest and led me to the bookstore to by my first set of Basic and Expert D&D.

I was nearly in my teens when I saw my first TV program. Growing up listening to radio dramas did encourage eye closing and imagination, as did my father's bedtime stories, my mother's reading aloud to me...as frequently as I could wheedle into doing that :lol:

Quote:

I was wondering if you also knew H. Beam Piper, specifically the book Lord Kalvan of Othelwen ? I have always thought that the idea of paratime (multiple dimensions of Earth) would make an outstanding RPG and I may try to design it someday.

I have met a number of SF and Fantasy authors, but not Mr. Piper. I am familiar with the novel of his that you mention, an rousing tale indeed. I have at least one old paperback copy of it in the basement library. I write the LA game system specifically with an eye to having it accommodate other genres so as to eventually enable play in varying universes with a constant core rules set and characters that could transfer from one to another.

Quote:

Oh, and a happy belated birth-day. Mine's tomorrow.

John Wright

"Sometimes you've got to know when to roll 'em.... know when to run."

Happy birthday, John :D

Mine isn't until this thursday...game night :lol:

Cheers,
Gary

Gray Mouser

Saturday, 22nd July, 2006, 07:46 PM

Quote:

*Originally Posted by **Col_Pladoh***

Actually, I made them [Valley Elves] up out of the elvish template and my vision of the Valley of the Mage. It seemed a good idea to have the elves there a good deal different from the rest...as were the Drow :eek:

*Cheers,
Gary*

I have always found the Valley of the Mage interesting, since I read about it in the WoG set. In fact, IIRC, I first came across it in a friend's copy of the old folio edition. Seeing as how you have nothing else going on and you are simply whiling away the hours how about whipping up a quick version of the "Vale of the Arch-Mage" to be set away west from Dunfalcon and Yggsburgh for C&C?

:)

Gray Mouser

Col_Pladoh

Saturday, 22nd July, 2006, 09:17 PM

Quote:

*Originally Posted by **Gray Mouser***

I have always found the Valley of the Mage interesting, since I read about it in the WoG set. In fact, IIRC, I first came across it in a friend's copy of the old folio edition. Seeing as how you have nothing else going on and you are simply whiling away the hours how about whipping up a quick version of the "Vale of the Arch-Mage" to be set away west from Dunfalcon and Yggsburgh for C&C?

:)

Gray Mouser

:eek:

That'll happen about the same time WotC gives me the rights to the *World of Greyhawk*. I'll do something on the Sea of Dust and the Rift Canyon then too :lol:

Cheers,
Gary

seskis281

Saturday, 22nd July, 2006, 09:29 PM

Just curious with the above response - why are other Greyhawk names and concepts different from "Zagyg?"

And sorry about the mistake in b-days... thought yours was last week. Happy b-day again!

John Wright :)

Col_Pladoh

Saturday, 22nd July, 2006, 09:55 PM

Quote:

*Originally Posted by **seskis281***

Just curious with the above response - why are other Greyhawk names and concepts different from "Zagyg?"

Sorry, but I don't understand that question.

I can say how they are the same...I made them all up :lol:

Quote:

And sorry about the mistake in b-days... thought yours was last week. Happy b-day again!

John Wright :)

Ah, think nothing of it :D

Cheers,
Gary

terrainmonkey

Saturday, 22nd July, 2006, 10:04 PM

Mr. Gyga--

long time reader, first time poster. first, praise which you have no doubt heard over the past 30 years about d&D. I was given a copy of the first ed boxed set with the three books, a set of dice, and the KOB adventure, when i hit my 13th birthday. here it is, 25 years later and i am still hooked. in that one moment i was turned into a DND geek forever. (God be praised!) i bought my son, now 14, a basic set for 3rd ed (sorry...) and he now wants to be a dungeon master like his dear old dad. so i've been teaching him every week, letting him run adventures for me and a few of his freinds, and showing him the ropes. he's catching on rather quickly. thanks for a perfect hobby that allows me to bond with my son.

now, a few questions: i recently bought the C&C rules, and the LA rule book basic boxed set. I have a pretty firm grasp on the rules, but have yet to start a game with my regular group of players. without going into specific details, are there any good introductory adventures you can suggest for both systems that i could use for beginning characters? i have very little prep time, and would like to send Troll lord games any business i can. i used to run a game store before the vagaries of the economy and a less than principled partner made us close down, so i understand what it is like to run a gaming business. now, i work at least 60 hours a week and have little time to design my own adventures. i am beginning to lose confidence in the 3rd ed d&d rules and wish to find something different that has the same old school feel that i fell in love with 20 years ago.

again, thanks for many happy years in gaming. and if you are ever in the virginia beach area, let me know, you'll not need to get a hotel. :)

oh by the way, happy birthday!

seskis281

Saturday, 22nd July, 2006, 10:22 PM

Quote:

*Originally Posted by **Col_Pladoh***

Sorry, but I don't understand that question.

Sorry - to clarify, if the Wizards hold the rights to Greyhawk and so using settings and names (as you indicated in the above post about the Valley of the Mage) isn't possible, what made the name "Zagyg" (which is certainly a major part of Greyhawk) different so that you can publish this wonderful new series?

If I'm prying I apologize, just curious because it would be cool to see some of the other Greyhawk material peek into CZ setting.

John

Quote:

Originally Posted by **Col_Pladoh**

"Is chewing gum a science or an art? How about picking one's nose? tell those pretentious ones to be honest. "Let's Pretend" is a game, and nothing more.

Some of those really serious roleplayers would be truly offended by that statement, Gary. I salute you. :lol:

Some people really do take the games far too seriously.

All times are GMT +1. The time now is 03:54 PM.

Powered by vBulletin® Version 4.2.2

Copyright © 2014 vBulletin Solutions, Inc. All rights reserved.

Tynt Script Sponsored by [Information Technology Salary](#)

Credits System provided by [vBCredits II Deluxe \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Custom Navigation provided by [DragonByte Custom Navigation \(Lite\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Super PM System provided by [vBSuper_PM \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

User Alert System provided by [Advanced User Tagging \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Gary Gyga Q&A: Part XI

Printable View

Page 14 of 26 [First](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [11](#) [12](#) [13](#) **14** [15](#) [16](#) [17](#) [18](#) [19](#) [20](#) [21](#) [22](#) [23](#) [24](#) [Last](#) [Show 20 post\(s\) from this thread on one page](#)

Orius

Sunday, 23rd July, 2006, 03:04 AM

Quote:

Originally Posted by **Col_Pladoh**

This is not touchy but rather cabbage that's been chewed more than once. Still, I'll comment here. If you wish, refer readers of the thread in question to this one.

shakes head Some children have no idea of how much mythology and folklore have influenced the game. Yes, the Tolkien influence is there, but if anything, it seems was other designers in the early 80's that tended to strengthen the Tolkien influence (not that that is a bad thing, given that D&D can encompass a fairly broad take on fantasy).

Treebore

Sunday, 23rd July, 2006, 06:00 AM

Quote:

Originally Posted by **terrainmonkey**

Mr. Gyga--

long time reader, first time poster. first, praise which you have no doubt heard over the past 30 years about d&D. I was given a copy of the first ed boxed set with the three books, a set of dice, and the KOB adventure, when i hit my 13th birthday. here it is, 25 years later and i am still hooked. in that one moment i was turned into a DND geek forever. (God be praised!) i bought my son, now 14, a basic set for 3rd ed (sorry...) and he now wants to be a dungeon master like his dear old dad. so i've been teaching him every week, letting him run adventures for me and a few of his freinds, and showing him the ropes. he's catching on rather quickly. thanks for a perfect hobby that allows me to bond with my son.

now, a few questions: i recently bought the C&C rules, and the LA rule book basic boxed set. I have a pretty firm grasp on the rules, but have yet to start a game with my regular group of players. without going into specifice details, are there any good introductory adventures you can suggest for both systems that i could use for beginning characters? i have very little prep time, and would like to send Troll lord games any business i can. i used to run a game store before the vagaries of the economy and a less than principled partner made us close down, so i understand what it is like to run a gaming business. now, i work at least 60 hours a week and have little time to design my own adventures. i am beginning to lose confidence in the 3rd ed d&d rules and wish to find something different that has the same old school feel that i fell in love with 20 years ago.

again, thanks for many happy years in gaming. and if you are ever in the virginia beach area, let me know, you'll not need to get a hotel. :)

oh by the way, happy birthday!

Since Gary does way more LA than C&C let me suggest the "A" series. Assault on Blacktooth Ridge has given me many "flashbacks" to Keep on the borderlands. If I ever get to run Assault again I am going to combine it with Borderlands.

As for LA, Gary is the expert and I am just checking it out myself.

riprock

Sunday, 23rd July, 2006, 09:17 AM

Quote:

Originally Posted by **Col_Pladoh**

Howdy Riprock,

If you can relate the participation to career goals, improved chance for financial rewards, and/or possession of superior knowledge/performance excellence, the major bases will be covered.

Actually, approval/praise from you before the group is likely to be considered a reward by participants sincere in their desire.

Howdy Colonel, and thanks for the advice!

I think I need to motivate folks to seek the rewards -- both for convincing business customers to commit resources **and** for convincing gaming groups to really get emotionally involved in a game's goals and spirit. The two contexts are widely separated -- I **can't** talk in terms of heroism to businessmen, and I **shouldn't** talk in terms of market share to players taking the roles of paladins!

Your points on the major bases to cover are well taken. Next time, I've got to try to prepare materials that will make it clear that there are goals within their reach that are worth their effort to attain. A little more effort with my written evaluation forms might give participants a longer-lasting measure of approval/praise that they could show to their bosses when they want to ask for raises.

Speaking of salesmanship, I often think that the best DMs I've known would have made excellent salesmen -- they can "read" people and motivate them.

I think I read in Time magazine that you had a fair amount of sales experience, both with concrete products and abstract things like insurance. I've always suspected that the mathematics of insurance influenced the mathematics of AD&D, with considerations like the rarity of above-average strength, intelligence, etc. in a human population.

But beyond the math, salesmanship courses and books always tell us to use vivid mental images, often with lots of concrete details, colors, etc.

Quote:

*Originally Posted by **Col_Pladoh***

I was nearly in my teens when I saw my first TV program. Growing up listening to radio dramas did encourage eye closing and imagination, as did my father's bedtime stories, my mother's reading aloud to me...

You definitely acquired a distinct writer's "voice" at some point -- people are still collecting your stuff for its vividness and vibrancy --possibly that's due to the influence of spoken stories. IMHO, AD&D most resembles tales in the vein of Clark Ashton Smith and Lovecraft and so on... full of sensory details and exotic words, but built on a weirder paradigm than the mundane world.

Steverooo

Sunday, 23rd July, 2006, 09:44 AM

Quote:

*Originally Posted by **Col_Pladoh***

Somehow you have missed a good deal that TLG has released has touted the release of, or has plans to do :lol:

Oh, I was aware of ALL of that (except the Gord books, which I thought you had said in the Part X thread was not going to happen, due to the current graphic novel market). I'm just not interested in LA (as you well know), and none of the rest applies to my inquiry.

Quote:

*Originally Posted by **Col_Pladoh***

None of that is with TRS, though, and I do believe that operation is defunct.

And hence the above all being left out, as inapplicable... I never said you haven't been busy!

Steverooo

Sunday, 23rd July, 2006, 09:55 AM

Quote:

*Originally Posted by **seskis281***

Oh, and a happy belated birth-day. Mine's tomorrow.

Well, happy birthday(s)! Here's hoping it is/was a good one! :D

Steverooo

Sunday, 23rd July, 2006, 10:30 AM

Quote:

*Originally Posted by **seskis281***

Sorry - to clarify, if the Wizards hold the rights to Greyhawk and so using settings and names (as you indicated in the above post about the Valley of the Mage) isn't possible, what made the name "Zagy" (which is certainly a major part of Greyhawk) different so that you can publish this wonderful new series?

Perhaps because "Zagy" is not equal to "Xagy" ("Gygax" spelled backwards), as spelled in the original WoG? One such misspelling can probably be gotten away with, but "Perrinland" and "Selene", and so on would quickly become suspect... Besides, how are you going to misspell "Stoink" and "Cuthbert"? Stoink & Kuthbert? :p

Brooklyn Red Leg

Sunday, 23rd July, 2006, 12:54 PM

Quote:

*Originally Posted by **Col_Pladoh***

Damn! I could have sworn that there was at least one Michigan regiment in the Iron Brigade...

Ah, not exactly. The Iron Brigade was originally a New York brigade (named around the time of April 1862) whereas Gibbon's Black Hat Brigade did not gain the epithet Iron Brigade (usually called Iron Brigade of the West by alot to distinguish it) until sometime after Antietam. There are several spurious stories about the Westerners (specifically that General 'Fighting' Joe Hooker naming them at the Battle of South Mountain, as well as the erroneous story that the Iron Brigade of the West lead the Army of the Potomac's column into the Battle of Gettysburg when it was in fact Cutler's 2d Brigade that did so), who did deserve the name Iron Brigade due to their tenacity during the 1st day of Gettysburg. They were in the same division together when the Army of the Potomac was first organized, though the New Yorker's had the 'sweet spot' of the 1st Division, 1st Brigade when the Westerners had the 4th Brigade of the 1st Division.

The original Iron Brigade (made up mostly of 2 yr regiments) was mustered out in early June of '63 when most of its regiments (22d, 24th & 30th NY) enlistments were up. At that time, (IIRC, I don't have my reference books near me) the 1st Corps alone lost 19 regiments due to enlistments ending. It was then that the Westerners moved to the 1st Brigade position. The 14th Brooklyn was moved to Cutler's 2nd Brigade of the 1st Division, 1st Corps, while the Berdan's 2d US Sharpshooters were brigaded with the 1st US Sharpshooters in the Sickles' 3rd Corps.

If you want to read more about the Original Iron Brigade, may I suggest Googling an article by the name of 'Black Hats off to the Original Iron Brigade'.

Frank Mentzer

Sunday, 23rd July, 2006, 03:40 PM

Rah / Egg

Above 'twas a mention of Heinlein...

You may not know that Gary and I were going to create the game version of *Glory Road*. But alas, the dean passed on during the planning, and they put a hold on all current projects... which was never lifted during NIP's lifetime. :(

Oh, Hi Gar, didn't see you there... Happy Birthday, old chum.

Frnak

Frank Mentzer

Sunday, 23rd July, 2006, 03:42 PM

(duplicate post; slow system. Sorry)

the black knight

Sunday, 23rd July, 2006, 04:50 PM

Happy Birthday, Gary!!

May you know many more.

TBK

seskis281

Sunday, 23rd July, 2006, 06:12 PM

Quote:

Originally Posted by **Frank Mentzer**

Above 'twas a mention of Heinlein...

You may not know that Gary and I were going to create the game version of *Glory Road*. But alas, the dean passed on during the planning, and they put a hold on all current projects... which was never lifted during NIP's lifetime.

Frnak

Didn't know that. I had the Avalon Hill *Starship Troopers* game when I was young.

I wanted to write a screenplay based on *Stranger in a Strange Land* when I was younger and still struggling to work as a writer in Los Angeles, but while Bob was alive he refused to let Hollywood mess up any more of his works after "Destination Moon," and after his death Gini Heinlein and the estate were just a "wee" bit disappointed with what was done to "Starship Troopers."

P.S. An invite to Gary and anyone else here to check out the preview site for my new World Setting -

[Ilshara:Lands of Exile](#)

Although I'm designing it as a campaign setting for C&C, the system specifics will pretty much be relegated to general class references (i.e. Male Elf Fighter 3, NG) or a few HD references - I also intend for it to be a good generic (as a system) setting for others like LA, AD&D, etc. I'll be offering it free when I'm done in the next several weeks.

Cheers!

John Maddog Wright :)

"Sometimes the difference between life and death is merely the roll of a 20-sided die."

Col_Pladoh

Sunday, 23rd July, 2006, 06:15 PM

Quote:

Originally Posted by **terrainmonkey**

Mr. Gyga--

long time reader, first time poster. first, praise which you have no doubt heard over the past 30 years about d&D. I was given a copy of the first ed boxed set with the three books, a set of dice, and the KOB adventure, when i hit my 13th birthday. here it is, 25 years later and i am still hooked. in that one moment i was turned into a DND geek forever. (God be praised!) i bought my son, now 14, a basic set for 3rd ed (sorry...) and he now wants to be a dungeon master like his dear old dad. so i've been teaching him every week, letting him run adventures for me and a few of his freinds, and showing him the ropes. he's catching on rather quickly. thanks for a perfect hobby that allows me to bond with my son.

Thank you...and indeed many good things come from participating in the RPG :D

[QUOTE]now, a few questions: i recently bought the C&C rules, and the LA rule book basic boxed set. I have a pretty firm grasp on the rules, but have yet to start a game with my regular group of players. without going into specific details, are there any good introductory adventures you can suggest for both systems that i could use for beginning characters? i have very little prep time, and would like to send Troll lord games any business i can. i used to run a game store before the vagaries of the economy and a less than principled partner made us close down, so i understand what it is like to run a gaming business. now, i work at least 60 hours a week and have little time to design my own adventures. i am beginning to lose confidence in the 3rd ed d&d rules and wish to find something different that has the same old school feel that i fell in love with 20 years ago. [QUOTE]

Both systems have the same spirit as OA/D&D does.

I am not sure about the various C&C game intro modules, but you might take a look at the *Castle Zagyg Yggsburgh* book for a campaign base with many adventures and hooks therefor included in it.

For an intro to the LA game the Living the legend (sic.) module is the ticket, as it also expands the LA Essentials rules set even as it provides a demi-campaign base and a number of town, outdoor, and underground adventures.

Pardon my focusing on my own work, but because of it I don;t have a lot of time to spend analysing the creative efforts of other designers :uhoh:

Quote:

again, thanks for many happy years in gaming. and if you are ever in the virginia beach area, let me know, you'll not need to get a hotel. :)

oh by the way, happy birthday!

Welcome of course.

I plan to spend Thursday evening, the anniversary of the day of my birth, playing games :lol:

Cheers,
Gary

Col_Pladoh

Sunday, 23rd July, 2006, 06:17 PM

Quote:

*Originally Posted by **seskis281***

Sorry - to clarify, if the Wizards hold the rights to Greyhawk and so using settings and names (as you indicated in the above post about the Valley of the Mage) isn't possible, what made the name "Zagyg" (which is certainly a major part of Greyhawk) different so that you can publish this wonderful new series?

If I'm prying I apologize, just curious because it would be cool to see some of the other Greyhawk material eek into CZ setting.

John

Heh...

In ther settlement agreement all anagrams of or based on my name are my exclusive property, so Zagig and Zagyg, as well as Yrag and the like, are something WotC can not use without my permission.

:cool:
Gary

Col_Pladoh

Sunday, 23rd July, 2006, 06:21 PM

Quote:

*Originally Posted by **Orius***

Some of those really serious roleplayers would be truely offended by that statement, Gary. I salute you. :lol:

Some people really do take the games far too seriously.

:]

Those kind of people need to get a real life... Talk about giving oneself airs! If that offends anyone, then they surely should wear the shoe that fits :mad:

I can understand loving to play games, doing that to excess, but attempting to justify ones over-zealous attention to a hobby by inflating its importance is quite beyond the pale.

Cheers,
Gary

Col_Pladoh

Sunday, 23rd July, 2006, 06:24 PM

Quote:

Originally Posted by **Orius**

**shakes head* Some children have no idea of how much mythology and folklore have influenced the game. Yes, the Tolkien influence is there, but if anything, it seems was other designers in the early 80's that tended to strengthen the Tolkien influence (not that that is a bad thing, given that D&D can encompass a fairly broad take on fantasy).*

:D

The broad range of fantasy encompassed by the D&D game was no accident, I assure you. Just consider the names for the class levels...a device to take arrows from the quivers of would-be competitors :lol:

Cheers,
Gary

Col_Pladoh

Sunday, 23rd July, 2006, 06:35 PM

Hi Riprock,

It is good to know your audience and mission for you and the goal to reach in the process of imparting whatever it is that is to be taught to the group. So set forth your mission, the goals, objectives to be attained in the course of attaining the goals, and then you will likely know how best to motivate the audience being instructed. Imparting a desire to excel is surely an objective or a goal.

Anyway, salesmanship is indeed a factor in excellence of GMing.

Yes I do believe I developed my storytelling through listening to stories told by others...and reading a whole lot more of them :D

Cheers,
Gary

Col_Pladoh

Sunday, 23rd July, 2006, 06:41 PM

Quote:

Originally Posted by **Brooklyn Red Leg**

...

...

If you want to read more about the Original Iron Brigade, may I suggest Googling an article by the name of 'Black Hats off to the Original Iron Brigade'.

Whoa, and thanks for the history lesson! I have read a good deal about the ACW, but never came across a single reference to the different entities named the Iron Brigade.

Of course as a "Westerner" who had about a dozen relatives enlisted in various Wisconsin regiments, I am sure the Iron Brigade of the West was the superior outfit... :lol:

I will indeed Google this as you suggest.

Cheers,
Gary

Col_Pladoh

Sunday, 23rd July, 2006, 06:44 PM

Quote:

Originally Posted by **Frank Mentzer**

Above 'twas a mention of Heinlein...

You may not know that Gary and I were going to create the game version of Glory Road. But alas, the dean passed on during the planning, and they put a hold on all current projects... which was never lifted during NIPI's lifetime. :(

Oh, Hi Gar, didn't see you there... Happy Birthday, old chum.

Frnak

Ciao Fronk,

Yes indeed, although I had quite forgotten the New infinities project until your post reminded me of that.

Appreciate your good wishes, and on Thursday I'll sip a tot of Armagnac in your name :lol:

Cheers,
Gary

Col_Pladoh

Sunday, 23rd July, 2006, 06:46 PM

My sincere thanks to all those wishing me a happy birthday :D

May each of you likewise enjoy a great time on your own natal day anniversary!

Cheers,
Gary

Joël of the FoS

Monday, 24th July, 2006, 12:56 AM

Happy B'day!

drinking a Boréale to your health

Joël

▼ Page 14 of 26 ◀◀ First ◀ ... 4 5 6 7 8 9 10 11 12 13 **14** 15 16 17 18 19 20 21 22 23 24 ... ▶ Last ▶▶ [Show 20 post\(s\) from this thread on one page](#)

All times are GMT +1. The time now is 03:54 PM.

Powered by vBulletin® Version 4.2.2

Copyright © 2014 vBulletin Solutions, Inc. All rights reserved.

Tynt Script Sponsored by [Information Technology Salary](#)

Credits System provided by [vBCredits II Deluxe \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Custom Navigation provided by [DragonByte Custom Navigation \(Lite\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Super PM System provided by [vBSuper_PM \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

User Alert System provided by [Advanced User Tagging \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

MutieMoe

Monday, 24th July, 2006, 07:24 AM

Quote:

Originally Posted by **Col_Pladoh**

:D

They aren't really roleplaying...yet...but they are surely entertaining. So much so that I refrain from getting started because I will ignore everything else for days or weeks if I do so. That doesn't keep my sone, particularly the youngest, Alex, from playing online many a night into the wee hours with a buddy, the two teaming up mainly in Warcraft.

Electronic games are a howling success, and I do believe that they will continue to top the motion picture industry in sales volume. We are doing all we can to get a MMP RPG online ;)

Cheers,
Gary

"We are doing all we can to get a MMP RPG online ;) "

Are you working on developement of Massive MultiPlayer RolePlaying Game? Can you perhaps tell more about it?

mhacdebhandia

Monday, 24th July, 2006, 09:49 AM

Happy birthday, Gary!

Col_Pladoh

Monday, 24th July, 2006, 03:42 PM

:D

I intend to enjoy a snifter of the Armagnac I opened to celebrate my 65th. It was at least 75 years old then, and I still have remaining something over half of the liter+ sized bottle!

Cheers,
Gary

Col_Pladoh

Monday, 24th July, 2006, 03:45 PM

Quote:

Originally Posted by **MutieMoe**

"We are doing all we can to get a MMP RPG online ;) "

Are you working on developement of Massive MultiPlayer RolePlaying Game? Can you perhaps tell more about it?

Yes, we are working towards getting at least on MMP ORPG going. One is based on the LA game system, the likely other is not.

More I can not say.

Considering the odds against succeeding, don't hold your breath... :uhoh:

Cheers,
Gary

Quasqueton

Monday, 24th July, 2006, 04:34 PM

In another thread <http://www.enworld.org/showthread.php?p=2922004> I asked (regarding publication of Mordenkainen's stats):

Quote:

Originally Posted by **Quasqueton**

I don't understand the reasonings/concerns with publishing a character's stats. Why so secretive with a D&D character's stats?

You answered:

Quote:

Originally Posted by **Col Pladoh**

Why not? Other than the DM for the PC in question their stats are no one's business.

As it happened, I was actively playing those characters, often at conventions, and having other players know such information would be an advantage to them, a disadvantage to me, in case of a conflict. Do players know the stats of their adversaries? Not if the GM is competent! Also, having that sort of information floating around seems absolutely wrong to me, as it is proprietary to the person that created the character. Publishing it is very much akin to bragging or else telling all :-o

I never realized that convention games could be so adversarial between players. Was/is conflict between PCs common in convention games?

Quasqueton

Col_Pladoh

Monday, 24th July, 2006, 05:18 PM

Quote:

Originally Posted by **Quasqueton**

In another thread <http://www.enworld.org/showthread.php?p=2922004> I asked (regarding publication of Mordenkainen's stats):...

You answered:...

I never realized that convention games could be so adversarial between players. Was/is conflict between PCs common in convention games?

Quasqueton

Most tournament games at cons are highly competitive, so indeed there are often adversarial situations. However, that has nothing to do with my not wishing to reveal the stats for my PCs that I still play now and again. I will show the DM my CRS, but not the other players. When sitting down with a group of unknown players, one never knows when there will be some wishing to "make a name for their PC," or simply loot your PC's corpse.

Finally, IMO character stats are no more anyone other than the player and his DM's business than is personal information such as bank accounts and the like.

Cheers,
Gary

Erekose

Monday, 24th July, 2006, 07:55 PM

Quote:

Originally Posted by **Col_Pladoh**

Howdy Erekose,

...

Children are marvelous, even if they do disrupt most everything and demand a lot of time. Enjoy the blessing :D

*Cheers,
Gary*

Dear Gary,

Just thought I'd let you know that last Friday at 10:20 pm our baby son was born - 8lb 12oz!!! We are going to call him Joseph after my grandfather.

He is truly wonderful and we are all very happy to see him safe and sound - if a little exhausted!!!

Best wishes on your birthday - sorry it's a bit belated but I've been a bit busy! :lol:

Or is it this Thursday? Sorry I feel like I've entered the twilight land of the new parent once again!

Col_Pladoh

Monday, 24th July, 2006, 08:41 PM

Quote:

Originally Posted by **Erekose**

Dear Gary,

Just thought I'd let you know that last Friday at 10:20 pm our baby son was born - 8lb 12oz!!! We are going to call him Joseph after my grandfather.

He is truly wonderful and we are all very happy to see him safe and sound - if a little exhausted!!!

Heh...

Congratulations on the new addition to your family :D

Having a baby can be as rough on the pappy as on the mother, I know, mentally if not physically.

Quote:

Best wishes on your birthday - sorry it's a bit belated but I've been a bit busy! :lol:

Or is it this Thursday? Sorry I feel like I've entered the twilight land of the new parent once again!

:lol:

Understandable under the circumstances. It is Thursday, and I am looking forward to having a snifter of very old Armagnac and playing boardgames with the regular group. The family birthday dinner will be later on in the week, or next, whenever everyone can arrange to meet :confused:

Cheers,
Gary

Lanefan

Monday, 24th July, 2006, 10:06 PM

Quote:

*Originally Posted by **Col_Pladoh***

Hi Lanefan,

As noted by Philotomy Jurament, there was a set of plastic toys laughingly labeled as dinosaurs IRRR. I frequented the local dime stores back in the late 60s and early 70s searching for toys that would suit tabletop fantasy gaming. The said bag contained three we incorporated--the bulette, the owl bear, and the rust monster. Scale was a bit of a problem, but when improvised figurines are all that one has, the players were quite willing to make do :lol:

Thanks!

Reason I asked is when reading through my MMI a few years ago my SO noticed the Bulette and said it looked familiar; she roots around for a few minutes and pulls out this plastic toy she's had since she was a kid...and sure enough, it's a Bulette!

Now to ask if she's still got the Owlbear and Rust Monster... :)

Lanefan

haakon1

Monday, 24th July, 2006, 10:10 PM

Quote:

*Originally Posted by **Col_Pladoh***

Damn! I could have sworn that there was at least one Michigan regiment in the Iron Brigade...

Me too. I was even going to guess 24th Michigan.

According to Wikipedia, we're right. But who knows for sure?

http://en.wikipedia.org/wiki/Iron_Brigade

haakon1

Monday, 24th July, 2006, 10:41 PM

Quote:

*Originally Posted by **Col_Pladoh***

I plan to spend Thursday evening, the anniversary of the day of my birth, playing games :lol:

Long may you reign at the gaming table!

I remember fondly asking questions about whether this new game was evil as I had vaguely heard, being assured it was not, and creating a paladin, who walked warily under the murderholes and past the arrowslits of the Keep on Borderlands . . . 25 years ago this summer.

Thanks you the thousands of hours of fun and many closer friends your game has brought me, Gary.

Have a good birthday . . . even though D&D is just a game, so is baseball, and you're our Babe Ruth, Abner Doubleday, and Cal Ripkin rolled together . . . I'd say Jackie Robinson too, but I'm not convinced D&D has had much effect on civil rights. :p

Col_Pladoh

Monday, 24th July, 2006, 11:11 PM

Quote:

Originally Posted by **Lanefan**

...

Now to ask if she's still got the Owlbear and Rust Monster... :)

Lanefan

Actually, I might have made up another critter for the D&D game from the odd assortment of little plastic toys, but I can't recall, and my collection of them is long gone :)

Cheers,
Gary

seskis281

Monday, 24th July, 2006, 11:15 PM

Gary,

I just got my copy of CZ: Yggsburgh via UPS - I wanted to say thank you for bringing this project back to us! It is a wonderful setting and I will look forward to the Castle and Dungeons to come!

Cheers!

John Maddog Wright

"Sometimes you've got to know when to roll 'em... know when to run!"

Col_Pladoh

Monday, 24th July, 2006, 11:15 PM

Quote:

Originally Posted by **haakon1**

Me too. I was even going to guess 24th Michigan.

According to Wikipedia, we're right. But who knows for sure?

http://en.wikipedia.org/wiki/Iron_Brigade

As the other poster noted, there was an *Iron Brigade of the East*, one so known before the one we are familiar with was named thus.

Cheers,
Gary

Col_Pladoh

Monday, 24th July, 2006, 11:19 PM

Quote:

Originally Posted by **haakon1**

Long may you reign at the gaming table!

I remember fondly asking questions about whether this new game was evil as I had vaguely heard, being assured it was not, and creating a paladin, who walked warily under the murderholes and past the arrowslits of the Keep on Borderlands . . . 25 years ago this summer.

Thanks you the thousands of hours of fun and many closer friends your game has brought me, Gary.

Have a good birthday . . . even though D&D is just a game, so is baseball, and you're our Babe Ruth, Abner Doubleday, and Cal Ripkin rolled together . . . I'd say Jackie Robinson too, but I'm not convinced D&D has had much effect on civil rights. :p

:uhoh:

Welcome!

BTW I was at Wrigley Field with my pal Dave Dimery when Jackie Robinson played his first game there. I can't recall how old I was then but likely somewhere between age 10 and 13.

As an aside, my father saw the Tinkers to Evers to Chance combination, as well as Honus Wagner and Ty Cobb play. He had nothing good to say about the St. Louis "Gas House Gang" :mad:

:lol:
Gary

Col_Pladoh

Tuesday, 25th July, 2006, 12:08 AM

Quote:

Originally Posted by **seskis281**

Gary,

I just got my copy of CZ: Yggsburgh via UPS - I wanted to say thank you for bringing this project back to us! It is a wonderful setting and I will look forward to the Castle and Dungeons to come!

Cheers!

John Maddog Wright

"Sometimes you've got to know when to roll 'em... know when to run!"

Pleased that you like the work, I put a lot of effort into it...and had fun writing and playing it too.

The detail modules being done for the town and its suburban areas, including a new one opposite the new bridge over the Urt River will add a lot of individual flavor to things in Yggsburgh and vicinity,

:D
Gary

John Drake

Tuesday, 25th July, 2006, 12:34 AM

Well Gary, just wanted to wish you a Happy Birthday ahead of time, just in case I'm too busy to do so on the proper day. Have a good one! :D

dcas

Tuesday, 25th July, 2006, 02:00 PM

Quote:

*Originally Posted by **Orius***

**shakes head* Some children have no idea of how much mythology and folklore have influenced the game. Yes, the Tolkien influence is there, but if anything, it seems as other designers in the early 80's that tended to strengthen the Tolkien influence (not that that is a bad thing, given that D&D can encompass a fairly broad take on fantasy).*

Could be in part because they have no idea of how much Tolkien was influenced by mythology and folklore. It goes without saying that two works heavily influenced by the same folklore are going to be similar.

Col_Pladoh

Tuesday, 25th July, 2006, 04:36 PM

:eek:

I believe I have related this anecdote before, but here goes again:

When attending an I-Con at SUNY on Long Island, I took part in a panel discussion dealing with modern fantasy. I can not recall the actual name given to the topic.

A young and certainly junior editor for a major NYC publishing house must have decided to take me down a peg or two, for early on in the session, she asked pointedly: "Why did you steal your D&D dwarves from Tolkien?"

I looked at her directly, with aplomb, and responded: "My Dear Young Lady, I'll have you know that I "stole" my dwarves from the same source the Professor did...Norse mythology."

Thereafter that wit had very little to say.

:lol:
Gary

Treebore

Tuesday, 25th July, 2006, 06:58 PM

You have. I read it in the archives of this thread. Relatively early in the archives, meaning the first couple that were archived.

Gary Gygax Q&A: Part XI

Printable View

Page 16 of 26 << First ... 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 ... Last >> Show 20 post(s) from this thread on one page

haakon1

Tuesday, 25th July, 2006, 07:17 PM

Quote:

*Originally Posted by Col_Pladoh**As the other poster noted, there was an Iron Brigade of the East, one so known before the one we are familiar with was named thus.*

Generally, folks (at least in modern times) mean the westerners -- mostly Wisconsin boys, also known at the time as the Black Hat Brigade. The 24th Michigan was attached to that Iron Brigade, at least for part of the war.

Col_Pladoh

Tuesday, 25th July, 2006, 07:23 PM

Quote:

*Originally Posted by Treebore**You have. I read it in the archives of this thread. Relatively early in the archives, meaning the first couple that were archived.*

:uhoh:

Nothing like repeating a story...even if it was germane to the discussion :)

Cheers,
gary

Col_Pladoh

Tuesday, 25th July, 2006, 07:28 PM

Quote:

*Originally Posted by haakon1**Generally, folks (at least in modern times) mean the westerners -- mostly Wisconsin boys, also known at the time as the Black Hat Brigade. The 24th Michigan was attached to that Iron Brigade, at least for part of the war.*

Agreed!

That is why I thanked the original poster for revealing the information regarding the original brigade of that name, the Iron Brigade of the East.

As I had about a dozen relatives on my maternal side of the family in the Union Army, I naturally focused on the Western Iron Brigade. One of my great-great uncles was wounded around Shreveport, and my great-grandfather was captured put in a confederate prison camp.

That said, I do believe the "War of Northern Aggression" is an apt name for the ACW...

Cheers,
Gary

haakon1

Tuesday, 25th July, 2006, 07:30 PM

Quote:

*Originally Posted by Col_Pladoh**BTW I was at Wrigley Field with my pal Dave Dimery when Jackie Robinson played his first game there. I can't recall how old I was then but likely somewhere between age 10 and 13.**As an aside, my father saw the Tinkers to Evers to Chance combination, as well as Honus Wagner and Ty Cobb play. He had othing good to say about the St. Louis "Gas House Gang" :mad:*

That's amazing. Being Brooklyn-born, I've always been a fan of Jackie Robinson, even though I was born after his time, in the year of the Amazin' Mets (1969). I like to think the Mets are the "real" Dodgers in disguise. Don't tell LA! :cool:

I almost mentioned Ty Cobb in there, but then I remember he had a reputation as being a meany, so I left him out. :p

And I left off Ted Williams because we don't want anyone freezing your head! :eek:

Treebore

Tuesday, 25th July, 2006, 08:55 PM

Quote:

*Originally Posted by **Col_Pladoh***

:uhoh:

Nothing like repeating a story...even if it was germane to the discussion :)

*Cheers,
gary*

I wasn't implying anything negative. just letting you know your memory still has its good moments. :D Even at 40 I am having memory issues and I find it extremely irritating.

Besides it is a good story. Proves that if your going to ask someone a question, especially in a public forum, the one asking the question better make sure they know what they are talking about. Unless it is an educational forum, then I had better get asked the stupid questions along with the "good" ones.

Col_Pladoh

Tuesday, 25th July, 2006, 10:13 PM

Heh, Treebore,

What I find both amusing and disturbing is that I can remember things from my early childhood and youth better than I can what traspired at many a gaming convention. Perhaps it is that most cons look alike after awhile :lol:

Cheers,
Gary

SuStel

Wednesday, 26th July, 2006, 04:30 AM

Quote:

*Originally Posted by **Col_Pladoh***

I believe I have related this anecdote before, but here goes again:

*When attending an I-Con at SUNY on Long Island, I took part in a panel discussion dealing with modern fantasy. ...
Thereafter that twit had very little to say.*

Aw, that was at I-Con? Drat, that was one of the years I didn't go. I would have liked to have seen that exchange...

Col_Pladoh

Wednesday, 26th July, 2006, 04:19 PM

Quote:

*Originally Posted by **SuStel***

Aw, that was at I-Con? Drat, that was one of the years I didn't go. I would have liked to have seen that exchange...

Yes indeed it was...

That is the only con that has so many guests from NYC. Now I wonder why... :lol:

Cheers,
Gary

Brooklyn Red Leg

Wednesday, 26th July, 2006, 06:28 PM

Quote:

*Originally Posted by **haakon1***

Generally, folks (at least in modern times) mean the westerners -- mostly Wisconsin boys, also known at the time as the Black Hat Brigade. The 24th Michigan was attached to that Iron Brigade, at least for part of the war.

prods haakon1 with his bayonet

;)

You should have scrolled down to the bottom of the Wikipedia article, as it plainly states:

Quote:

Other Iron Brigades

There were and are other brigades known to some extent by the same nickname:

Another brigade in the Army of the Potomac had previously been known as the Iron Brigade (later the Iron Brigade of the East or First Iron Brigade to avoid confusion). This was the original 1st Brigade, 1st Division, I Corps, and consisted of the 22nd, 24th, 30th, and 84th New York (14th Brooklyn) Infantry regiments.

;)

BTW, I was sorry, Col_Pladoh, the article in question is 'Will the Real Iron Brigade please stand up?' by Tom Clemens (linked in the Wikipedia article). This same author wrote an article for *The Columbiad* years ago entitled 'Black Hats off to the Original Iron Brigade'.

[linky](#)

Anyway, happy Birthday soon, Mr Gygax!

Llaurenela

Thursday, 27th July, 2006, 03:08 AM

Quote:

Originally Posted by **Col_Pladoh**

Ciao Llaurenela:)

Thanks. You have been absent from the Talk List, and I was wondering what was happening.

Cheers,
Gary

Hi ya Gary,

Yeah, a lot of RL family health issues. I am sure you know the drill on that. ;) But everything is fine with me personally.

Happy Birthday!!!!!! Hope this one is your best yet! And here's wishing you many more that you can enjoy to the full!!

Cheers,
Llaurenela

Steverooo

Thursday, 27th July, 2006, 09:50 AM

Don't Say It!

Happy B-day, Colonel Play-D'Oh! :lol:

D'karr

Thursday, 27th July, 2006, 11:00 AM

Happy Birthday Gary. May you be blessed with many more.

riprock

Thursday, 27th July, 2006, 11:39 AM

Howdy!

Recently I was reflecting that very often my player characters tend to reflect the preferences and limits imposed by the DM rather than my original vision. By contrast, many wargames allow me to use points to just buy an army. When I try this tactical approach in D&D, fellow players will often advise me (with touching pity) that I am addicted to power.

Well, Dave Arneson gave the following warning, in *Blackmoor*:

Quote:

Caution! This is the second supplement to the highly addictive game DUNGEONS & DRAGONS. Handle it at your own risk. Even a brief perusal can infect the reader with the desire to do heroic deeds, cast mighty magical spells, and seek to wrest treasure from hideous monsters. The most insidious factor, however, is the secondary nature of this work. Any reader who becomes infected from this work will immediately develop a craving for the other parts, i.e. DUNGEONS & DRAGONS, GREYHAWK (supplement I). CHAINMAIL (medieval miniatures rules), polyhedra dice, and various and sundry other items. Anyone so completely exposed will certainly be hopelessly lost. In short, if you are not already an addict of fantasy adventure, put this booklet down quickly and flee!

I was recently trying to compare Chainmail (with the fantasy supplement), OD&D, and AD&D. I'd like to think that I play for the battles, not for the super-powered characters.

Robin Laws, in the book *Robin's Laws of Good Game Mastering*, writes:

Quote:

One of my pet theories about the popularity of roleplaying games goes like this. Roleplaying is fantasy shopping for guys. That is, men would, as a group, be more interested in shopping if a) it meant never having to leave the house and b) they were shopping for super-powers. In that sense, the typical roleplaying rulebook is like a Nieman-Marcus catalog for super-powers. Depending on the game system and

character type, these extraordinary abilities might be called feats, spells, schticks, disciplines, skills, high tech gear, psionics, or whatever. For lack of a better all-encompassing term, I refer to these things as ?crunchy bits.? Players who dig crunchy bits can not only have fun at gaming sessions, but can enjoy rule books at their leisure, paging through them in shivery anticipation of powers to come. It?s no secret that the best-selling game supplements are collections of additional crunchy bits. Dungeons and Dragons is the classic crunchy bits game, doling out coveted powers on a punctuated schedule that would make B. F. Skinner proud. (Skinner was the psychologist whose pioneering studies examined the impact of rewards and other external stimuli on behavior. He found that rewards that occurred every so often were more likely to encourage a desired behavior than those doled out constantly and consistently.) Vampire ingeniously aims its play style advice at method actors and storytellers, but doesn?t stint on the crunchy bits. Some of its top-level crunchy bits put to shame any zillionth level wizard/paladin with his +50 vorpal sword. Though the power gamer is the purest exponent of the love of crunchy bits, even the most dedicated method actor or storyteller can secretly lust for them in his heart. They allow us to fantasize about flying even after we?re too old to run around the house with red towels tied around our necks.

I think Robin Laws is saying that a D&D campaign is like a long sequence of story events, and different characters get a Skinnerian "reward" at different points in the sequence.

The trick is that some points of a D&D campaign really are scheduled -- like the progress through various levels. I think Laws is arguing that D&D's levels are set up so that the players are always driven to get "just one more" level, and so they end up playing characters for hundreds of sessions. The numerous random elements in role-playing games are the only gambling I enjoy, but I know far more folks who "gamble" with invested time in games than with actual cash money.

But is it possible for just a few designers and playtesters, over just a few years, to produce that much "Skinnerian" conditioning? For Laws to be right, this addiction would have to apply to all the popular classes. Were there earlier wargames which exploited this ambitious side of human psychology? I've never read of any game which combines "gambling" and strategy before D&D ... earlier wargames, so far as I can tell, were not described in such terms.

I don't *think* it's the progress through the levels that has me addicted. I think it's that tactical battles are like a special kind of gambling where tactics makes it just random enough to be interesting. Of course, battles are often decided by random dice rolls, which might be Skinnerian random rewards.

So I wonder if Robin Laws is right. Am I really a strategist and tactician, or am I just hooked on the periodic "rewards"? Are the two compatible? Are successful wargames characterized by a similar kind of "Skinnerian" reward cycle?

I suppose there's little doubt that I'm addicted to strategic and tactical gaming in various forms. At least it's cheaper than tobacco.

JoeBlank

Thursday, 27th July, 2006, 03:23 PM

Happy birthday, Mr. Gygax!

And thanks again for the advice you gave me several months back about gaming with my sons. They are all three enjoying playing what they call D&D, although it is actually a simplified version using a lot from C&C.

Glad I saved you advice and put it in my .sig, since I think the actual post was lost in the big crash.

Col_Pladoh

Thursday, 27th July, 2006, 05:24 PM

Quote:

Originally Posted by **Brooklyn Red Leg**

...

BTW, I was sorry, Col_Pladoh, the article in question is 'Will the Real Iron Brigade please stand up?' by Tom Clemens (linked in the Wikipedia article). This same author wrote an article for The Columbiad years ago entitled 'Black Hats off to the Original Iron Brigade'.

[linky](#)

Anyway, happy Birthday soon, Mr Gygax!

Heh, and I had no doubt that you were correct about the original Iron Brigade. It is just that as a Wisconsin "Westerner," I hold that the later one is the better known... :lol:

BTW, the columbiad that the US invented for arming their sailing ships was a great bit of artillery!

Cheers,
Gary

Col_Pladoh

Thursday, 27th July, 2006, 05:40 PM

Howdy Riprock,

Just a handful of comments in response to yur long post:)

Who says that some amount of power-gaming is wring? Personally, I believe it is a lot more exciting in the campaign than is endless amateur theater :\

As a FYI, I believe the passage from the *Blackmoor* supplement you attribute to Dave Arneson was composed by Tim Kask, for tim extensively developed and edited the work.

As for the rewards of an RPG campaign, I believe they are more related to group interaction and discussion after play sessions than to some vague theory related to story telling. After the group completes a cam paign story, their discussion of events, and recounting them to other players outside their group, seems to me to be the most cherished reward, other than those special victories or acquisitions gained by their own game character ;)

Cheers,
Gary

Col_Pladoh

Thursday, 27th July, 2006, 05:46 PM

Quote:

*Originally Posted by **JoeBlank***

Happy birtday, Mr. Gygax!

And thanks again for the advice you gave me several months back about gaming with my sons. They are all three enjoying playing what they call D&D, although it is actually a simplified version using a lot from C&C.

Glad I saved you advice and put it in my .sig, since I think the actual post was lost in the big crash.

:D

How son Alex loved to trash his foes in such a special RPG when he was age five to seven. He felt it was only appropriate that his PC had more HPs, could avoid damage, and deal more of it than most of his adversaries. The joy he had in findng a special magic item, rich loot, was most gratifiting to behold as the Game Master.

Cheers,
Gary

seskis281

Thursday, 27th July, 2006, 05:48 PM

Happy B-Day Gary! :D

Here's hoping all your rolls are good ones!

Allandaros

Thursday, 27th July, 2006, 05:49 PM

Happy birthday, Mr. Gygax. May you continue to smite munchkins, foolish reporters, renegade treemen, and the like with that *mace +1*!

Col_Pladoh

Thursday, 27th July, 2006, 05:50 PM

Greetings Pilgrims,

My fond thanks to all of you that sent me birthday good wishes.

Seeing as it is my natal day anniversary, I am taking shortcuts so as to not have to spend all morning at the computer answering email messages!

Cheers,
Gary

Gary Gygax Q&A: Part XI

Printable View

Page 17 of 26 ◀ First ... 7 8 9 10 11 12 13 14 15 16 16 18 19 20 21 22 23 24 25 26 ▶ Last Show 20 post(s) from this thread on one page

JoeBlank

Thursday, 27th July, 2006, 08:50 PM

Quote:

*Originally Posted by **Col_Pladoh***

:D

*How son Alex loved to trash his foes in such a special RPG when he was age five to seven. He felt it was only appropriate that his PC had more HPs, could avoid damage, and deal more of it than most of his adversaries. The joy he had in finding a special magic item, rich loot, was most gratifying to behold as the Game Master.**Cheers,
Gary*

Did not know you had started him so young. My boys are now ages 8, 6, and 4, but all have had a birthday in the months since we started playing. The youngest even manages to get the idea.

As you did with Alex, I make certain that the odds are in the favor of their mighty heros. There is plenty of time to teach them grim 'n gritty and the thrill of rolling up a new PC mid-session.

Deuce Traveler

Thursday, 27th July, 2006, 11:16 PM

Happy Birthday, Gary! They are also wishing you many more years in this portion of ENWorld:

<http://www.enworld.org/showthread.ph...06#post2974006>

Jdvn1

Friday, 28th July, 2006, 12:07 AM

Quote:

*Originally Posted by **Col_Pladoh****Greetings Pilgrims,**My fond thanks to all of you that sent me birthday good wishes.**Seeing as it is my natal day anniversary, I am taking shortcuts so as to not have to spend all morning at the computer answering email messages!**Cheers,
Gary*

Barbecue at your house again this year? :)

haakon1

Friday, 28th July, 2006, 01:33 AM

Quote:

*Originally Posted by **Brooklyn Red Leg*****prods haakon1 with his bayonet**

Hmmm, I like the user name. If you mean the New Yorkers and the Wisconsinites both were also called the Black Hat Brigade, in addition to being the Iron Brigade, well, that's just plain silly.

There better not be two Irish Brigades, or two Fighting 69ths! :]

GAAHHH

Friday, 28th July, 2006, 02:33 AM

Happy Birthday Gary!

genshou

Friday, 28th July, 2006, 06:10 AM

I already expressed my birthday wishes and thanks in the other thread just a moment ago, but let's go into overkill!

HAPPY BIRTHDAY MR. GYGAX!

Treebore

Friday, 28th July, 2006, 07:15 AM

Gary,

How do I go about making sure whether or not a word/name of a metal in your World Builders book is open content or not? It isn't specifically listed in the OGL declarations but it may be included under the general statements.

My wife created a metal just like that but we never had a name for it. So I just want to use it if possible and I/we actually get our adventure published. Its on page 107, Xagium. Plus it appears to be a variant of your name, at least when pronounced.

If it isn't OGL can I have your permission to use it in my module submissions? If I can, who do I contact to get legal proof of your permission?

I've already said it, so I'll just say I hope your birthday was a very pleasant one with a great game, or five, having been played today.

Brooklyn Red Leg

Friday, 28th July, 2006, 02:22 PM

Quote:

*Originally Posted by **haakon1***

Hmmm, I like the user name. If you mean the New Yorkers and the Wisconsinites both were also called the Black Hat Brigade, in addition to being the Iron Brigade, well, that's just plain silly.

No, no. But the first Iron Brigade was named such before the Westerners acquired it. That's how they are distinguished from Gibbon's Black Hat Brigade at the time. The name comes from a contraction of 14th Brooklyn and Red Legged Devil, which is what Stonewall Jackson called them at 1st Bull Run: 'Here come those red legged devils from Brooklyn'. The 14th just took it as their nom de guerre, and are usually called the 14th Brooklyn Red Legs, sometimes by their very commanders!

Just as an aside, the uniform type was a French Chasseur-a-pede (Hunter of Foot) from the Crimean War, not a Zouave. Unlike most units, the 14th was issued their uniform through the duration of their enlistment (they refused to wear the blue uniform even during fatigue duty).

Quote:

There better not be two Irish Brigades, or two Fighting 69ths!

Hehe, you might hate me then, because (though I'm not certain) there was a Confederate Irish Brigade. Also, the Fighting epithet was earned by many, many regiments (over 150 IIRC at last count), including the 14th Brooklyn, 6th Wisconsin (IIRC) and a number of others. ;)

riprock

Friday, 28th July, 2006, 03:05 PM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy Riprock,

Just a handful of comments in response to yur long post:)

Sorry about the excessive length. I really should have tackled the notion of why gamers love addictive games first. Robin Laws' theory of Skinnerian design is a second issue.

Quote:

*Originally Posted by **Col_Pladoh***

Who says that some amount of power-gaming is wrong? Personally, I believe it is a lot more exciting in the campaign than is endless amateur theater :)

Power-gaming *is* fun! I just try not to get so deeply into it that I take it too far.

Quote:

*Originally Posted by **Col_Pladoh***

As a FYI, I believe the passage from the Blackmoor supplement you attribute to Dave Arneson was composed by Tim Kask, for tim extensively developed and edited the work.

That's good to know. I was struck by the fact that people who praise a game commonly call it "addictive" -- the usage has spread to the computer gaming community.

The whole addiction phenomenon seemed like a good point for analysis ... possibly I need to be able to analyze more concisely. :o

Quote:

Originally Posted by **Col_Pladoh**

As for the rewards of an RPG campaign, I believe they are more related to group interaction and discussion after play sessions than to some vague theory related to story telling. After the group completes a campaign story, their discussion of events, and recounting them to other players outside their group, seems to me to be the most cherished reward, other than those special victories or acquisitions gained by their own game character ;)

So that recounting of the story, and the group interaction, are factors which are entirely missing from Robin Laws' theory.

Thanks for the insight. Sorry about the post length.

Col_Pladoh

Friday, 28th July, 2006, 06:33 PM

Quote:

Originally Posted by **JoeBlank**

Did not know you had started him so young. My boys are now ages 8, 6, and 4, but all have had a birthday in the months since we started playing. The youngest even manages to get the idea.

As you did with Alex, I make certain that the odds are in the favor of their mighty heros. There is plenty of time to teach them grim 'n gritty and the thrill of rolling up a new PC mid-session.

Heh...

Alex was at ut RPG sessions at at age when he could duck under the dining table and pster the players for some of the gamer food they brought :lol:

He got serious about RPGs when he was about 11, and is not serious about computer gaming and girls...and drifting :eek:

Cheers,
Gary

Col_Pladoh

Friday, 28th July, 2006, 06:37 PM

Quote:

Originally Posted by **Deuce Traveler**

Happy Birthday, Gary! They are also wishing you many more years in this portion of ENWorld:

<http://www.enworld.org/showthread.ph...06#post2974006>

;)

Been there, done that...

Cheers,
Gary

Col_Pladoh

Friday, 28th July, 2006, 06:41 PM

Quote:

Originally Posted by **Jdvn1**

Barbecue at your house again this year? ;)

:lol:

See my response on this thread:

<http://www.enworld.org/showthread.p...006#post2974006>

Cheerio,
Gary

Col_Pladoh

Friday, 28th July, 2006, 06:46 PM

Quote:

Originally Posted by **Treebore**

Gary,

How do I go about making sure whether or not a word/name of a metal in your World Builders book is open content or not? It isn't specifically listed in the OGL declarations but it may be included under the general statements.

My wife created a metal just like that but we never had a name for it. So I just want to use it if possible and I/we actually get our adventure published. Its on page 107, Xagium. Plus it appears to be a variant of your name, at least when pronounced.

If it isn't OGL can I have your permission to use it in my module submissions? If I can, who do I contact to get legal proof of your permission?

I've already said it, so I'll just say I hope your birthday was a very pleasant one with a great game, or five, having been played today.

Heh,

What isn't OGL in the book is copyright of Trigeer Enterprises Company, All rights reserved, as I believe is said in the book ;)

Xagium is a derivative of my surname, certainly. If you will email me I am pretty sure that Trigeer won't object to the use of the name for a metal in something you publish...as long as the copyright doesn't go to another game designer/publisher.

ggygax@genevaonline.com

Cheers,
Gary

Col_Pladoh

Friday, 28th July, 2006, 06:59 PM

Quote:

*Originally Posted by **riprock***

*...
That's good to know. I was struck by the fact that people who praise a game commonly call it "addictive" -- the usage has spread to the computer gaming community.*

The whole addiction phenomenon seemed like a good point for analysis ... possibly I need to be able to analyze more concisely. :o

In point of fact, humans are prone to excess with anything that they especially enjoy :uhoh:

Quote:

So that recounting of the story, and the group interaction, are factors which are entirely missing from Robin Laws' theory.

Thanks for the insight. Sorry about the post length.

Indeed, the shared experience, its recounting within the group and to other gamers, are very important parts of the overall enjoyment of the RPG, its rewards. Notice that there will be lively discussion of an adventure module between disparate individuals, for they are also sharing a gaming experience, from differing perspectives, of course, as they played with different GMs and players with different PCs.

No need to apologise about the length of your post. You had something on your mind you wished to note for others ;)

Cheers,
Gary

Deuce Traveler

Friday, 28th July, 2006, 06:59 PM

Quote:

*Originally Posted by **Col_Pladoh***

;)

Been there, done that...

*Cheers,
Gary*

So I saw. Looks like the perfect birthday. I hope you enjoy the best of life: Fine RPGs, food, and alcohol.

haakon1

Friday, 28th July, 2006, 07:03 PM

Quote:

*Originally Posted by **Brooklyn Red Leg***

Hehe, you might hate me then, because (though I'm not certain) there was a Confederate Irish Brigade. Also, the Fighting epithet was earned by many, many regiments (over 150 IIRC at last count), including the 14th Brooklyn, 6th Wisconsin (IIRC) and a number of others. :)

Wikipedia for "Irish Brigade" doesn't mention any darn Rebel Irish Brigade, but it does mention them fighting a Rebel regiment that was mostly Irish at Fredericksburg, where Lee gave them the name the Fighting 69th. That's totally different. :confused:

"The Irish Brigade was an infantry brigade that served in the American Civil War, consisting predominantly of Irish immigrants. The designation of the first regiment in the brigade, the 69th New York Infantry, or the "Fighting 69th", continued in later wars. They were known in part for their

famous warcry, the "faugh a ballagh", which is an old Gaelic phrase meaning "clear the way".

They were in every Army of the Potomac battle I can name, earning distinction at First Bull Run, Antietam (Bloody Lane), and Gettysburg (the Wheatfield).

And you gotta like this, consider how little the US military seems to respect its own history:

"Since 1947, the Fighting 69th has been a unit of the New York National Guard. The first members of the Irish Brigade to die in combat since World War II were killed on November 29, 2004, near Baghdad, Iraq. They currently have responsibility for guarding Route Irish."

All I wonder is why a school in Indiana named its teams after a New York regiment. :p

Jdvn1

Friday, 28th July, 2006, 07:06 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

See my response on this thread:

<http://www.enworld.org/showthread.p...006#post2974006>

*Cheerio,
Gary*

Actually, the link doesn't seem to be working. :uhoh:

Spell

Saturday, 29th July, 2006, 02:25 PM

Good morning, Mr. Gygax. My question for you is a bit weird, but you are the only person I can think of that might have the answer.

I am consulting the first few issues of Dragon magazine, looking for cool rules I could steal for my OD&D game, and I can't help noticing that some of the issues contain fiction by Fritz Leiber, and articles from M.A.R. Barker... this surprises me to no ends.

Given the fame of the two in fantasy circles (especially for Mr. Leiber), I would have thought that a niche magazine like Dragon, published by a relatively small company like TSR simply couldn't afford to pay for these articles and stories.

my question is: how did you do it?

maybe TSR wasn't so small after all, or maybe I have a wrong idea of the inapproachability of relatively famous writers? or maybe there is some inside story that you might want to share with us?

thanks a lot!

Col_Pladoh

Saturday, 29th July, 2006, 04:53 PM

Quote:

*Originally Posted by **Deuce Traveler***

So I saw. Looks like the perfect birthday. I hope you enjoy the best of life: Fine RPGs, food, and alcohol.

:D

You forgot laying in a hammock in the shade reading and snoozing :lol:

Cheers,
Gary

Col_Pladoh

Saturday, 29th July, 2006, 04:57 PM

Quote:

*Originally Posted by **Jdvn1***

Actually, the link doesn't seem to be working. :uhoh:

Hmmm...

So I see :\

I went to the thread and again copied the URL, that being:

<http://www.enworld.org/forums/showth...=169796&page=2>

Maybe it will work now,

Cheers,
Gary

All times are GMT +1. The time now is 03:54 PM.

Powered by vBulletin® Version 4.2.2

Copyright © 2014 vBulletin Solutions, Inc. All rights reserved.

Tynt Script Sponsored by Information Technology Salary

Credits System provided by vBCredits II Deluxe (Pro) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.

Custom Navigation provided by DragonByte Custom Navigation (Lite) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.

Super PM System provided by vBSuper_PM (Pro) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.

User Alert System provided by Advanced User Tagging (Pro) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.

Gary Gygax Q&A: Part XI

Printable View

Show 20 post(s) from this thread on one page

▼ Page 18 of 26 ◀◀ First ◀ ... 8 9 10 11 12 13 14 15 16 17 16 19 20 21 22 23 24 25 26 ▶▶ Last ▶▶

Col_Pladoh

Saturday, 29th July, 2006, 05:07 PM

Quote:

*Originally Posted by **Spell****Good morning, Mr. Gygax. My question for you is a bit weird, but you are the only person I can think of that might have the answer.**I am consulting the first few issues of Dragon magazine, looking for cool rules I could steal for my OD&D game, and I can't help noticing that some of the issues contain fiction by Fritz Leiber, and articles from M.A.R. Barker... this surprises me to no ends. Given the fame of the two in fantasy circles (especially for Mr. Leiber), I would have thought that a niche magazine like Dragon, published by a relatively small company like TSR simply couldn't afford to pay for these articles and stories.**my question is: how did you do it?**maybe TSR wasn't so small after all, or maybe I have a wrong idea of the inapproachability of relatively famous writers? or maybe there is some inside story that you might want to share with us?**thanks a lot!*

M.A.R. (Phil) Barker is hardly a renowned author :) He did publish his *Empire of the Petal Throne* RPG as well as his *War of Wizards* game through TSR. It is thus not unusual for articles by the Professor to appear in *Dragon* magazine.

I was in fairly regular communication with Fritz Leiber, TSR published the *Lankhmar* game based on his work, and he and his best pal, Harry Fischer were GoH at GenCon X. After the con Fritz stayed a week or so as my houseguest. While we got along famously, I do believe that Fritz was quite taken with my ex-wife, as he sent her a bronze statuette titled "Pirate Queen" after he returned to San Francisco.

At the time that Barker and Leiber were writing for the zine, TSR gross ranged from \$500,000 to \$2,000,000. That was indeed small potatoes in the business world.

Cheers,
Gary

Gray Mouser

Sunday, 30th July, 2006, 02:13 AM

Quote:

*Originally Posted by **Col_Pladoh****I was in fairly regular communication with Fritz Leiber, TSR published the *Lankhmar* game based on his work, and he and his best pal, Harry Fischer were GoH at GenCon X.*

Colonel, regarding the *Lankhmar* game you mentioned above, do you mean the City of Lankhmar setting for AD&D that TSR published or was this an actual game (table top, I assume, not RPG)? Can you give any details about the game, who was its primary designer, and how much Fritz Leiber was involved with it and what he thought of the whole project?

And, of course, belated but sincere wishes that you had a happy birthday!

Gray Mouser

MarauderX

Sunday, 30th July, 2006, 04:45 AM

I have been playing a bit of D&D Online, and was floored with glee when I saw that you had done the narration for one of the adventures. Thanks for doing it, and in a way it makes me feel like I have played with the master himself. Any future narrations on the way?

Captain NeMo

Sunday, 30th July, 2006, 07:48 AM

A local game store to me sells some *veerrrry* cheap, *veerrrry* old RPG products. It has many AD&D adventures that appear to be in good condition, and all at around NZ\$3.00.

Any personal favourites that you'd recommend I pick up if I spot 'em?

Col_Pladoh

Sunday, 30th July, 2006, 03:50 PM

Quote:

*Originally Posted by **Gray Mouser****Colonel, regarding the *Lankhmar* game you mentioned above, do you mean the City of Lankhmar setting for AD&D that TSR published or was*

this an actual game (table top, I assume, not RPG)? Can you give any details about the game, who was its primary designer, and how much Fritz Leiber was involved with it and what he thought of the whole project?

And, of course, belated but sincere wishes that you had a happy birthday!

Gray Mouser

Heh...

I do believe there was a boardgame called *Lankhmar* for which Fritz supplied a fair amount of design material. When I asked him for stats on Pulg, he said there was no individual os that name as such, but represented the best warrior in the city. All of this was really a long time ago, and I have forgotten all else. Ah no! I recall I did the text for an event card that said, "Take a hike on the dike." :lol:

Cheers,
Gary

Col_Pladoh

Sunday, 30th July, 2006, 03:56 PM

Quote:

Originally Posted by **MarauderX**

I have been playing a bit of D&D Online, and was floored with glee when I saw that you had done the narration for one of the adventures. Thanks for doing it, and in a way it makes me feel like I have played with the master himself. Any future narrations on the way?

Howdy!

I enjoy doing voice-over work, and I would be pleased to recorm additional lines, but the producers of the D&D game have not linhed that up, so I doubt if there will be more. An interview with me will be aired on Turner Broadcasting's *Gametap* website sometime soon...it isn't already up.

Cheers,
Gary

Col_Pladoh

Sunday, 30th July, 2006, 04:01 PM

Quote:

Originally Posted by **Jodjod**

A local game store to me sells some veerrrry cheap, veerrrry old RPG products. It has many AD&D adventures that appear to be in good condition, and all at around NZ\$3.00.

Any personal favourites that you'd recommend I pick up if I spot 'em?

:heh:

That's like asking me which of my children is my favorite...

Of course the ones with which I am really familiar are those I wrote or co-designed. Of those, the ones I most enjoyed DMing were G1-3, D1-3, S3, and T1 and *Temple of Elemental Evil*...although I must say that running *The Lost Caverns of Tsojcanth*, *Dungeonland*, anf *Isle of the Ape* were fun for me if not uniformly enjoyed by the players :eek: All the others fall into a second place, including the ToH :lol:

Cheers,
Gary

Chad Peter

Sunday, 30th July, 2006, 07:10 PM

Hey there, Gary! Always been a fan!

//wins the award for most unoriginal post//

Col_Pladoh

Sunday, 30th July, 2006, 07:31 PM

Quote:

Originally Posted by **Chad Peter**

Hey there, Gary! Always been a fan!

//wins the award for most unoriginal post//

Howdy Chad,

What's in a post here, eh?

Sure did enjoy living out in the LA area, tipped many a bottle of beer at Barney's Beanery :D

Cheers,

Gary

seskis281

Sunday, 30th July, 2006, 08:24 PM

Ahhh.. Barney's. Went there often when I lived in LA myself.... cheese fries and any beer from around the world.... I miss the menus as newspapers too lol

Col_Pladoh

Sunday, 30th July, 2006, 08:50 PM

Quote:

*Originally Posted by **seskis281***

Ahhh.. Barney's. Went there often when I lived in LA myself.... cheese fries and any beer from around the world.... I miss the menus as newspapers too lol

Yuppers....

And not too far away used to be the Canard de Bombay with really excellent Indian cuisine. I never did have the courage to try any dish beyond four stars, not six, eight, or the ten star that Timothy LEary said was a psychedelic experience :eek:

Cheers,
Gary

Chad Peter

Sunday, 30th July, 2006, 09:15 PM

Oh Barney's. Such interesting nights of drunken haze have occurred there. It is quite the interesting place, I must say.

Col_Pladoh

Sunday, 30th July, 2006, 09:47 PM

Quote:

*Originally Posted by **Chad Peter***

Oh Barney's. Such interesting nights of drunken haze have occurred there. It is quite the interesting place, I must say.

Ever go to the Sunset Saloon on Ocean Avenue at the north edge of Venice Beach? Whew!

:uhoh:
Gary

Treebore

Sunday, 30th July, 2006, 09:53 PM

Quote:

*Originally Posted by **Col_Pladoh***

Ever go to the Sunset Saloon on Ocean Avenue at the north edge of Venice Beach? Whew!

*:uhoh:
Gary*

If it's the place I think your talking about it isn't the north edge of Venice Beach anymore.

Col_Pladoh

Sunday, 30th July, 2006, 09:59 PM

Quote:

*Originally Posted by **Treebore***

If it's the place I think your talking about it isn't the north edge of Venice Beach anymore.

What do you mean? The edge of Venice Beach has moved, to the saloon is gone? Haven't been out there for about six years now.

I do know that Don the Beachcombers that was on the coast in Malibu got washed away. Pity that, as the "navy grog" they served was something else!

Cheers,
Gary

Treebore

Sunday, 30th July, 2006, 11:08 PM

This was two years ago, but IF I am remembering correctly either they somehow extended the edge of the beach (didn't see how that would be the case) or they moved closer to the "center". I could also just be remembering a place with the word "saloon" in it.

Quote:

Originally Posted by **Treebore**

This was two years ago, but IF I am remembering correctly either they somehow extended the edge of the beach (didn't see how that would be the case) or they moved closer to the "center". I could also just remembering a place with the word "saloon" in it.

I can't remember that area of Venice as well - I have friends who own Small World Books in the center part, and the restaurant next to it, both near muscle beach area, but I just can't place the other parts. I moved to Louisiana in 99 and Wisconsin in 04, and I've only been back like 3 times for a few days since I moved away. I lived in Burbank and taught in Pasadena, so I know the valleys better.

Col_Pladoh

Tuesday, 1st August, 2006, 04:21 PM

Quote:

Originally Posted by **Treebore**

This was two years ago, but IF I am remembering correctly either they somehow extended the edge of the beach (didn't see how that would be the case) or they moved closer to the "center". I could also just remembering a place with the word "saloon" in it.

:eek:

I was in the Sunset Saloon one afternoon with son Ernie and another chap, and two of the biggest, meanest, ugly-tempered bikers and their two cute little biker chicks came in and raised some real hell. It is a story that can be told only over a drink in non-mixed company.

:uhoh:

Gary

Col_Pladoh

Tuesday, 1st August, 2006, 04:25 PM

Quote:

Originally Posted by **seskis281**

I can't remember that area of Venice as well - I have friends who own Small World Books in the center part, and the restaurant next to it, both near muscle beach area, but I just can't place the other parts. I moved to Louisiana in 99 and Wisconsin in 04, and I've only been back like 3 times for a few days since I moved away. I lived in Burbank and taught in Pasadena, so I know the valleys better.

Too hot in the Valley, and the property values are much lower than they are to the south in Belleair, Beverly Hills, Pacific Palisades and Santa Monica...

There is a Canard de Bombay in the Valley, though. Ever go to La Fritte?

:lol:

Gary

grodog

Wednesday, 2nd August, 2006, 05:47 AM

Quote:

Originally Posted by **Gray Mouser**

Colonel, regarding the Lankhmar game you mentioned above, do you mean the City of Lankhmar setting for AD&D that TSR published or was this an actual game (table top, I assume, not RPG)? Can you give any details about the game, who was its primary designer, and how much Fritz Leiber was involved with it and what he thought of the whole project?

Gray Mouser, Lankhmar usually sells on eBay semi-regularly for \$15-\$70+, depending on condition and completeness. A recent auction is at [http://cgi.ebay.com/ws/eBayISAPI.dll...m=290008290910](http://cgi.ebay.com/ws/eBayISAPI.dll?...m=290008290910) (this one sold quite cheaply), and the Boardgame Geek entry is at <http://www.boardgamegeek.com/game/4025>

If you want some more info about the credits listed in the rules, I'd be happy to go get the info for you.

Show 20 post(s) from this thread on one page

Gary Gygax Q&A: Part XI

Printable View

Show 20 post(s) from this thread on one page

Page 19 of 26 First ... 9 10 11 12 13 14 15 16 17 18 **16** 20 21 22 23 24 25 26 Last

Gray Mouser

Wednesday, 2nd August, 2006, 02:18 PM

Quote:

Originally Posted by **grodog**

Gray Mouser, Lankhmar usually sells on eBay semi-regularly for \$15-\$70+, depending on condition and completeness. A recent auction is at [http://cgi.ebay.com/ws/eBayISAPI.dll...m=290008290910](http://cgi.ebay.com/ws/eBayISAPI.dll?...m=290008290910) (this one sold quite cheaply), and the Boardgame Geek entry is at <http://www.boardgamegeek.com/game/4025>

If you want some more info about the credits listed in the rules, I'd be happy to go get the info for you.

Grodog, thanks for the information regarding the *Lankhmar* game. It looks pretty interesting. I don't seem to recall ever seeing any adds for it, let alone seeing it at my local gaming store back in the day. Of course, I didn't start gaming until circa 1980/81 and the publication date for *Lankhmar* was 1975 or so!

Gray Mouser

Gray Mouser

Wednesday, 2nd August, 2006, 02:28 PM

Treasure Type Questions

Gary, I was perusing the *Monster Manual* recently and noticed a couple of odd entries for treasure types I was hoping you could shed some light on.

First, the entry for Dispatser has the Arch-Devil listed as possessing the following treasure types: Q (x10) and S. While Dispatser *is* the weakest of the Arch-Devils 10-40 gems and 2-8 potions seems to be a little on the light side for a treasure horde found in his lair. Was there a third treasure type that was accidentally left out of this entry?

Secondly, Pit Fiends are listed as possessing treasure types J and R. While R is a fairly hefty treasure type (consisting in gold, platinum, gems and jewelry) it lacks any possibility of magical items if you play treasure placement BtB. Also, treasure type J is an individual treasure type and consists of 3-24 *copper* pieces! My question is, was the J entry a typo, perhaps for type I (directly above it on the treasure type table and consisting of platinum, gems, jewelry and the possibility of a magic item)?

Then again, I kind of like the idea of a party encountering a Pit Fiend that isn't in its lair and only getting about 13 coppers for their troubles :]

Gray Mouser

Allandaros

Wednesday, 2nd August, 2006, 02:30 PM

"Korath! We've just slain a pit fiend! Quickly, what does it have?"

"er...7 copper pieces and a dead rat."

Col_Pladoh

Wednesday, 2nd August, 2006, 05:03 PM

Quote:

Originally Posted by **Gray Mouser**

Gary, I was perusing the *Monster Manual* recently and noticed a couple of odd entries for treasure types I was hoping you could shed some light on.

...

Gray Mouser

Those entries are to devil the PCs, and be demoniacal :lol:

Actually, I likely should have noted that the DM is assumed to supply Dispatser with some nasty offensive magic items to employ against a PC party daring to attack him. the same is true for pit fiends;) The latter are also smewhat likely to be guarding the treasure of another entity.

Cheers,
Gary

Gray Mouser

Wednesday, 2nd August, 2006, 06:14 PM

Quote:

Originally Posted by **Col_Pladoh**

Those entries are to devil the PCs, and be demoniacal :lol:

Before the ensuing pun war gets started I *Demodand* that you desist!

Heh, lame, I know ;)

Quote:

Actually, I likely should have noted that the DM is assumed to supply Dispaters with some nasty offensive magic items to employ against a PC party daring to attack him.

Well, his staff is already pretty potent but if you say so... :]

I assume you'd beef up the monetary treasure as well, since all he is listed as having when encountered in his lair is 10-40 gem?

Quote:

the same is true for pit fiends;) The latter are also smewhat likely to be guarding the treasure of another entity.

*Cheers,
Gary*

Heh, no problem there. What would a Pit Fiend be doing on the Prime Material Plane if he hadn't been summoned to guard some horde, after all? :)

But does this mean that they really *don't* have 3-24 cp's each? ;)

Gray Mouser

haakon1

Wednesday, 2nd August, 2006, 06:24 PM

Quote:

*Originally Posted by **seskis281**
I moved to . . . Wisconsin in 04 . . .*

At one point or another, every D&D player inevitably becomes a cheesehead. It's like the salmon returning home to roost, or whatever it is salmon do. :p

haakon1

Wednesday, 2nd August, 2006, 06:28 PM

Quote:

*Originally Posted by **Gray Mouser**
But does this mean that they really don't have 3-24 cp's each? ;)*

It's traditional for summoners to tip their summoned guardians. 1 cp per hit die is considered customary. :heh:

Col_Pladoh

Wednesday, 2nd August, 2006, 06:48 PM

Quote:

*Originally Posted by **Gray Mouser**
Before the ensuing pun war gets started I *Demodand* that you desist!
Heh, lame, I know ;)*

I'll limp along without more punning...

Quote:

*Well, his staff is already pretty potent but if you say so... :]
I assume you'd beef up the monetary treasure as well, since all he is listed as having when encountered in his lair is 10-40 gem?*

Ah, well, he at least needs something to zap a large area at a distance. something to absorb magic missiles that get past his MR, that sort of thing.

What's wrong with 10-40 base 10,000 gp gems?

Quote:

Heh, no problem there. What would a Pit Fiend be doing on the Prime Material Plane if he hadn't been summoned to guard some horde, after all? :)

But does this mean that they really don't have 3-24 cp's each? ;)

Gray Mouser

Actually, the pit fiends should have more than that pittance :lol: Use I rather than J, or else make up some special array that suits you. However, unless in their lair, these sweethearts don't carry much in the way of treasure, save for useful attack and defence items.

Cheers,
Gary

Col_Pladoh

Wednesday, 2nd August, 2006, 06:51 PM

Quote:

Originally Posted by **haakon1**

At one point or another, every D&D player inevitably becomes a cheesehead. It's like the salmon returning home to roost, or whatever it is salmon do. :p

If you want to be a cheesehead,
Just come along with me,
By the bright shining light,
By the light of the moon.

With apologies to whomever wrote "If You Want to be a Badger." :p

Cheers,
Gary

Col_Pladoh

Wednesday, 2nd August, 2006, 06:52 PM

Quote:

Originally Posted by **haakon1**

It's traditional for summoners to tip their summoned guardians. 1 cp per hit die is considered customary. :heh:

:lol:

:cool:
Gary

Gray Mouser

Wednesday, 2nd August, 2006, 08:21 PM

Quote:

Originally Posted by **Col_Pladoh**

What's wrong with 10-40 base 10,000 gp gems?

Heh, well, when you put it *that* way the only thing I can think of is it's not cumbersome enough for the party to carry on their way out! ;)

Quote:

Actually, the pit fiends should have more than that pittance :lol: Use I rather than J, or else make up some special array that suits you. However, unless in their lair, these sweethearts don't carry much in the way of treasure, save for useful attack and defence items.

*Cheers,
Gary*

Oh, sure. And I'm sure if a Pit Fiend were encountered outside their lair that Wand of Fire he possesses will be used till its last charge is spent before the guy even uses his own powers, let alone melee with a party :]

Gray Mouser

BOZ

Thursday, 3rd August, 2006, 08:20 PM

gary,

did the quickling and obliviax appear anywhere before the MM2 or was that their debut? :)

Col_Pladoh

Friday, 4th August, 2006, 04:45 PM

Quote:

Originally Posted by **Gray Mouser**

Heh, well, when you put it that way the only thing I can think of is it's not cumbersome enough for the party to carry on their way out! ;)

the cruel Dm might make each of the "gems" a large piece of lapis lazuli, malachite, or jade. The weight of such "gems" would be a base 100 pounds, moving upwards is the value increased.

Of course explaining how the pit fiend carted them arounds would be a bit dodgy... :lol:

Quote:

Oh, sure. And I'm sure if a Pit Fiend were encountered outside their lair that Wand of Fire he possesses will be used till its last charge is spent before the guy even uses his own powers, let alone melee with a party :]

Gray Mouser

Just so!

Cheers,
Gary

Col_Pladoh

Friday, 4th August, 2006, 04:48 PM

Quote:

Originally Posted by **BOZ**

gary,

did the quickling and obliviax appear anywhere before the MM2 or was that their debut? :)

As far as I can recall, both of those critters made their first appearance in MM2. Shick had the concept for the quickling, and blamed if I can remember anything about the obliviax :confused:

Cheers,
Gary

Piratecat

Friday, 4th August, 2006, 04:51 PM

That's what happens with memory moss!

grodog

Friday, 4th August, 2006, 05:26 PM

Hi Gary---

An ENWorld member was asking for some suggestions about expanding G1 Steading of the Hill Giant Chief in a thread @ <http://www.enworld.org/showthread.php?t=170490> and while looking over the maps last night, I wondered if you had re-used any of your old dungeon levels when creating maps for publication (similar to using Rob's El Raja Key level for the Lost Caverns of Tsojcanth)?

edit: FYI, "Obliviax Moss" appeared as part of the Monster Cards before the MM2 was published :D

Henry

Friday, 4th August, 2006, 05:31 PM

Quote:

Originally Posted by **Piratecat**

That's what happens with memory moss!

Obliviax-ly!

ColonelHardisson

Friday, 4th August, 2006, 05:39 PM

Gary, I don't recall this ever being asked (it may have been and I missed it), but how did the stinky reptilian creatures known in D&D as troglodytes come by that name? The word generally is used in reference to what are also known as cave men. I was just curious about the genesis of the D&D critter that has the name.

BluSponge

Friday, 4th August, 2006, 06:05 PM

Quote:

Originally Posted by **BOZ**

did the quickling and obliviax appear anywhere before the MM2 or was that their debut? :)

Didn't the memory moss first show up in the monster cards TSR did for AD&D? Yes. [Yes, it did.](#) :)

The quickling was all MM2, though.

Tom

EDIT: DAMN! Scooped by Grodog!

Col_Pladoh

Friday, 4th August, 2006, 07:01 PM

Quote:

*Originally Posted by **Piratecat***

That's what happens with memory moss!

Well, at least memory moss doesn't grow south on you...

:p :lol:

Gary

Show 20 post(s) from this thread on one page

▼ Page 19 of 26 ◀◀ First ◀ ... 9 10 11 12 13 14 15 16 17 18 **19** 20 21 22 23 24 25 26 ▶ Last ▶▶

All times are GMT +1. The time now is 03:54 PM.

Powered by [vBulletin®](#) Version 4.2.2

Copyright © 2014 vBulletin Solutions, Inc. All rights reserved.

Tynt Script Sponsored by [Information Technology Salary](#)

Credits System provided by [vBCredits II Deluxe \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Custom Navigation provided by [DragonByte Custom Navigation \(Lite\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Super PM System provided by [vBSuper_PM \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

User Alert System provided by [Advanced User Tagging \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Col_Pladoh

Friday, 4th August, 2006, 07:06 PM

Quote:

*Originally Posted by **grodog****Hi Gary---*

An ENWorld member was asking for some suggestions about expanding G1 Steading of the Hill Giant Chief in a thread @ <http://www.enworld.org/showthread.php?t=170490> and while looking over the maps last night, I wondered if you had re-used any of your old dungeon levels when creating maps for publication (similar to using Rob's El Raja Key level for the Lost Caverns of Tsojcanth)?

edit: FYI, "Oblivax Moss" appeared as part of the Monster Cards before the MM2 was published :D

howdy,

I do not comment on potential expansions of my old modules.

As a matter of fact I invited Rob to co-write the *Lost Caverns of Tsojcanth* with me, after a couple of my PCs had adventured in his similarly mapped area. He declined, so I created a different map from that which he had made, and devised original encounters as well.

That's that :)

Cheers,
Gary

Col_Pladoh

Friday, 4th August, 2006, 07:13 PM

Quote:

*Originally Posted by **ColonelHardisson***

Gary, I don't recall this ever being asked (it may have been and I missed it), but how did the stinky reptilian creatures known in D&D as troglodytes come by that name? The word generally is used in reference to what are also known as cave men. I was just curious about the genesis of the D&D critter that has the name.

As a part of the never-ending search for new critters to dismay PCs, I stretched a lot of established fantastic monsters to suit the need, just as I made up quite a few like things out of whole cloth or a mere depiction of name. It worked pretty well, eh?

Anyway, I thought underground dwellers might better be of non-mammalian sort, possibly even of the same genus as salamanders. Cave men could remain in the mis nicely under that heading :cool:

Cheers,
Gary

Deuce Traveler

Friday, 4th August, 2006, 07:41 PM

Hmmm... that's funny to hear. Troglodytes are my favorite lizard-like humanoid monsters in the game.

Hope they make 4th Ed. <ducks as the crowd reacts to the sensitive subject>

Col_Pladoh

Friday, 4th August, 2006, 07:54 PM

Quote:

*Originally Posted by **Deuce Traveler****Hmmm... that's funny to hear. Troglodytes are my favorite lizard-like humanoid monsters in the game.**Hope they make 4th Ed. <ducks as the crowd reacts to the sensitive subject>*

Just read a short analysis by James Mischler of what is likely to happen in regards to 4E. If he is close to predicting the matter, the new game will be more like an MMPORPG, and all older but recent versions of the D&D game will be generally neglected as have been OA/D&D and 2E.

Cheers,
Gary

tylertrehobo

Friday, 4th August, 2006, 08:06 PM

Yeah, the 4E rumors have begun in full force - more than just the trickle that had populated the boards over the past few years; the dam has broken, folks...

Gary, can you elaborate on what you've heard? I know it's 2nd or 3rd hand, but whatever you can say might help guide some of the conversation. (If you even want to get in the middle of all of that! :confused:)

Col_Pladoh

Friday, 4th August, 2006, 08:10 PM

Quote:

*Originally Posted by **tylertrehobo***

Yeah, the 4E rumors have begun in full force - more than just the trickle that had populated the boards over the past few years; the dam has broken, folks...

Gary, can you elaborate on what you've heard? I know it's 2nd or 3rd hand, but whatever you can say might help guide some of the conversation. (If you even want to get in the middle of all of that! :confused:)

No, the post was on a confidential list, so I am not at liberty to say more. I'll email James and see if he will post here.

Cheers,
Gary

Deuce Traveler

Friday, 4th August, 2006, 09:28 PM

On a positive note, I think this will bode well for Castles and Crusades and Lejendary Adventures. The people who enjoy that style of RPG will continue to convert, methinks.

Col_Pladoh

Friday, 4th August, 2006, 09:57 PM

Quote:

*Originally Posted by **Deuce Traveler***

On a positive note, I think this will bode well for Castles and Crusades and Lejendary Adventures. The people who enjoy that style of RPG will continue to convert, methinks.

That would be most agreeable. I have a good deal of material for the LA game system and the LE world setting yet to be published, and the Trolls are working on support material for that system and for their C&C game, of course...as I am also doing.

The two systems are different and fun, so why not encourage one or the other as a change of pace for groups playing either? I do that, and play both, with C&C as the change of pace ;)

Cheers,
Gary

Deuce Traveler

Friday, 4th August, 2006, 10:12 PM

Quote:

*Originally Posted by **Col_Pladoh***

That would be most agreeable. I have a good deal of material for the LA game system and the LE world setting yet to be published, and the Trolls are working on support material for that system and for their C&C game, of course...as I am also doing.

The two systems are different and fun, so why not encourage one or the other as a change of pace for groups playing either? I do that, and play both, with C&C as the change of pace ;)

*Cheers,
Gary*

Some friends of mine are in a location that non-WOTC products have trouble making it to. My closest friends and I have been looking at the freeware on the Troll Lords site and like what we've seen. I don't want to get into it here, but I've been talking to Troll Lords about trying to get their products in these areas where there isn't adequate hobby support. The Troll Lords rep has been very friendly, but he's literally swamped with e-mail it seems at times.

Out of the RPG fans I've talked to in order to gauge an interest in the products, many like the idea of Castles and Crusades, but feel that it's too close to DnD to warrant a change in product. However, I was very surprised by the great interest that Lejendary Adventures elicited. The new character advancement, hero templates, and creatures raised quite a few eyebrows. I think that if Troll Lords continues to put out quality products it has a good chance of pushing into the disgruntled WOTC fan base if they make 4E more of a MMORPG or card-collectible game. (Some say it might be more like the old Chainmail, which would be a bit more interesting to see than other rumors have made it sound.)

It will be good to peruse more of the Troll Lords products and I hope to be able to get my copy soon so I can show it off and see if there is a market in my friend's area.

jonesy

Friday, 4th August, 2006, 10:27 PM

Plan B, Gary, they are on to you, go to plan B!

<http://archive.gamespy.com/comics/no...s/Strip170.jpg>

Heh. ;)

Col_Pladoh

Friday, 4th August, 2006, 10:35 PM

Quote:

*Originally Posted by **Deuce Traveler***

...

It will be good to peruse more of the Troll Lords products and I hope to be able to get my copy soon so I can show it off and see if there is a market in my friend's area.

We are working with the Trolls on just that now, as we have been for the past few months. Expect some considerable new LA game material in various formats in the coming months.

Meanwhile, I am sending the URL of this post to them.

Cheers,
Gary

Col_Pladoh

Friday, 4th August, 2006, 10:37 PM

Quote:

*Originally Posted by **jonesy***

Plan B, Gary, they are on to you, go to plan B!

<http://archive.gamespy.com/comics/no...s/Strip170.jpg>

Heh. ;)

I heard from someone in the electronic game field that the industry was havng a lot of problems.

Plan B is entailed in the LA game system and whatever Trigeer can spin off of it :lol:

Cheers,
Gary

tylerthehobo

Saturday, 5th August, 2006, 03:16 AM

Quote:

*Originally Posted by **Col_Pladoh***

No, the post was on a confidential list, so I am not at liberty to say more. I'll email James and see if he will post here.

*Cheers,
Gary*

Thanks, Gary. I realize, too, that whatever's in the works is likely early in the planning stages, based on what little's been leaked over the past few days. No worries - just hoping for some detail that might put some of the fraying flamewars on the other threads to rest. :)

Troll Lord

Saturday, 5th August, 2006, 07:38 AM

Quote:

*Originally Posted by **Deuce Traveler***

Some friends of mine are in a location that non-WOTC products have trouble making it to. My closest friends and I have been looking at the freeware on the Troll Lords site and like what we've seen. I don't want to get into it here, but I've been talking to Troll Lords about trying to get their products in these areas where there isn't adequate hobby support. The Troll Lords rep has been very friendly, but he's literally swamped with e-mail it seems at times.

Out of the RPG fans I've talked to in order to gauge an interest in the products, many like the idea of Castles and Crusades, but feel that it's too close to DnD to warrant a change in product. However, I was very surprised by the great interest that Legendary Adventures elicited. The new character advancement, hero templates, and creatures raised quite a few eyebrows. I think that if Troll Lords continues to put out quality products it has a good chance of pushing into the disgruntled WOTC fan base if they make 4E more of a MMORPG or card-collectible game. (Some say it might be more like the old Chainmail, which would be a bit more interesting to see than other rumors have made it sound.)

It will be good to peruse more of the Troll Lords products and I hope to be able to get my copy soon so I can show it off and see if there is a market in my friend's area.

Erg! I just posted a huge post and lost it! Its now 2 in the am and my eyes hurt! LOL here goes ...

Gary and I have been talking a bit about LA lately, which is good as we face off the rumors about 4e. Regardless of what happens to D&D TLG is committed to brining more LA out in a far more timely manner.

Up first is Fish for Breakfast. This short adventure module, designed for Essentials, is due out by Gencon. It will be released for general sale the following week. We are working on a few other short adventures (They who Watch by Jon Creffield and another by Chris Clark) as well as the new Avatar Sheets. Darlene and I talked about these at LGGC and she was pretty excited to be given a free hand on them. If any of you have seen the Crusader mag, you can see what she is capable of (as well as doing the original Greyhawk maps). We are also looking over the existing material and are going to release some of it in electronic format, this will include both published and unpublished material.

That's in the short term.

We'll wrap that plan with release of More Beasts of Lejend. This book by GygaX will serve as the perfect Bridging project between Essentials and the re-release of the Core Books. These three books, the first of which, Lejendary Rules for All Players, has already been turned over to us. Post Gencon I'll turn those files over to Darlene for layout. Peter Bradley is already hard at work on sketching the preliminary cover sketches for all three books. Once these begin hitting shelves, probably mid-year, next year, we'll start releasing the material Gary already has waiting in the wings...books like Tome of Knowledge, the screens, etc etc.

We're pretty jived about LA. Its a system that compliments our other system, C&C, perfectly as LA is skill based and C&C is class based. Both systems are VERY easy to learn, play and run, but at the same time offer a truly different role playing experience...but I dare say LA is more versatile and if you are looking for "NOW FOR SOMETHING COMPLETELY DIFFERENT" LA is your ticket.

I hope that helps. Check out the website, message boards, post Gencon for more news on LA or if you are at GENCON come by booth 502 and I'll talk your ear off!

Thanks,
Steve

Deuce Traveler

Saturday, 5th August, 2006, 12:20 PM

It's heartening to see you gentlemen talk and move so aggressively. Because of the hooplah caused by the 4E rumors I think it's a good time in the RPG market to do so.

Col_Pladoh

Saturday, 5th August, 2006, 03:27 PM

Quote:

*Originally Posted by **tylerthehobo***

Thanks, Gary. I realize, too, that whatever's in the works is likely early in the planning stages, based on what little's been leaked over the past few days. No worries - just hoping for some detail that might put some of the fraying flamewars on the other threads to rest. :)

Well...

I did email James, but it is evident that so far he has assiduously avoided responding here :]

Cheers,
Gary

Col_Pladoh

Saturday, 5th August, 2006, 03:37 PM

Quote:

*Originally Posted by **Deuce Traveler***

It's heartening to see you gentlemen talk and move so aggressively. Because of the hooplah caused by the 4E rumors I think it's a good time in the RPG market to do so.

Heh...

After reading Steve's post I need to fire off two emails:

First one is to him to remind him of all the corrections and minor additions that have been done for the LA game's *Lejendary Rules for all Players*, and that there are additions and clarifications to it, as well as to the *Lejend Master's Lore* volume contained in the *Tome of Knowledge* core rules expansion suppleent volume ms. he has in hand.

Second, I need to alert Darlene that the now Avatar Record sheet should have a space for Oantheon and Deity adhered to.

Cheers,
Gary

BluSponge

Saturday, 5th August, 2006, 04:54 PM

Quote:

*Originally Posted by **Troll Lord***

We're pretty jived about LA. Its a system that compliments our other system, C&C, perfectly as LA is skill based and C&C is class based. Both systems are VERY easy to learn, play and run, but at the same time offer a truly different role playing experience...but I dare say LA is more

versatile and if you are looking for "NOW FOR SOMETHIGN COMPLETELY DIFFERENT" LA is your ticket.

Sounds great, Steve! I'm really looking forward to seeing what you do with LA (and to shiny, heavy, hardcover books).

My only hope is that you guys really, really, REALLY scour the power listings. My biggest gripe about the system (aside from spellcasting using a completely different time mechanic from everything else in the game -- but I can houserule that) is that every game session I had to confront some vague point in the power descriptions. Every. Game. Session. And yes, it was a different spell every time. I know Gary likes his rules fast and loose, but c'mon! (Most of these appeared to be editing snafus anyhow.)

If that gripe were alleviated, it would be a most happy day. :D

Tom
who loves him some LA

Col_Pladoh

Saturday, 5th August, 2006, 04:58 PM

Quote:

Originally Posted by **BluSponge**

Sounds great, Steve! I'm really looking forward to seeing what you do with LA (and to shiny, heavy, hardcover books).

My only hope is that you guys really, really, REALLY scour the power listings. My biggest gripe about the system (aside from spellcasting using a completely different time mechanic from everything else in the game -- but I can houserule that) is that every game session I had to confront some vague point in the power descriptions. Every. Game. Session. And yes, it was a different spell every time. I know Gary likes his rules fast and loose, but c'mon! (Most of these appeared to be editing snafus anyhow.)

If that gripe were alleviated, it would be a most happy day. :D

Tom
who loves him some LA

Grouse, whine, snivel!

:p
Gary

Geoffrey

Saturday, 5th August, 2006, 09:29 PM

Gary and Steve:

What sort of art do you have planned for the re-release of the Legendary Adventure core rule books? I unfortunately never cared for much of the art in the original releases. I for one would be very pleased if the LA game could be illustrated in a more old-school fashion. My favorite FRPG artist is Erol Otus, and he seems to be a big favorite amongst my compatriots over at dragonsfoot.org.

▼ Page 20 of 26 ◀◀ First ◀ ... 10 11 12 13 14 15 16 17 18 19 26 21 22 23 24 25 26 ▶ Last ▶▶ Show 20 post(s) from this thread on one page

All times are GMT +1. The time now is 03:54 PM.

Powered by vBulletin® Version 4.2.2
Copyright © 2014 vBulletin Solutions, Inc. All rights reserved.
Tynt Script Sponsored by Information Technology Salary

Credits System provided by vBCredits II Deluxe (Pro) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.
Custom Navigation provided by DragonByte Custom Navigation (Lite) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.
Super PM System provided by vBSuper_PM (Pro) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.
User Alert System provided by Advanced User Tagging (Pro) - vBulletin Mods & Addons Copyright © 2014 DragonByte Technologies Ltd.

Gary Gygax Q&A: Part XI

Printable View

Show 20 post(s) from this thread on one page

Page 21 of 26 First ... 11 12 13 14 15 16 17 18 19 20 26 22 23 24 25 26 Last

Col_Pladoh

Saturday, 5th August, 2006, 10:36 PM

Quote:

*Originally Posted by **Geoffrey****Gary and Steve:*

What sort of art do you have planned for the re-release of the Lejendary Adventure core rule books? I unfortunately never cared for much of the art in the original releases. I for one would be very pleased if the LA game could be illustrated in a more old-school fashion. My favorite FRPG artist is Erol Otus, and he seems to be a big favorite amongst my compatriots over at dragonsfoot.org.

That is all up to the Trolls, but I for one much prefer artwork more along the lines of that done by Trampier, Elmore, and Easley. Sadly, Tramp is no longer doing illustrations.

Cheers,
Gary

Treebore

Saturday, 5th August, 2006, 10:45 PM

Peter is a fine artist, plus he is very distinctive. I hope he remains the flagship artist for LA and C&C for a long time. He does gorgeous maps too!

Col_Pladoh

Saturday, 5th August, 2006, 11:27 PM

Quote:

*Originally Posted by **Treebore****Peter is a fine artist, plus he is very distinctive. I hope he remains the flagship artist for LA and C&C for a long time. He does gorgeous maps too!*

Yes, I like Peter's work. I was addressing the matter of which of the original TSR illustrators whose art I most enjoyed.

Cheers,
Gary

gideon_thorne

Saturday, 5th August, 2006, 11:45 PM

Certainly can't argue with the main man's taste in art. ^_^

But on to the rest of the matter. Steve and I were talking this morning, and probably will carry the conversation over to GenCon where we can have a quiet face to face. The Lejendary books should have about a half a dozen top artists working on it. Those familiar with the C&C books will recognize some familiar names.

Monster books, at least, ought to have more than one hand in them. The diverse amount of creatures that spring forth from the imagination of various writers certainly need as diverse an array of imagination to do such creations justice.

Philotomy Jurament

Saturday, 5th August, 2006, 11:55 PM

Peter needs to draw more women. I like his women. :p ;)

Geoffrey

Sunday, 6th August, 2006, 12:29 AM

Here's an article on FRPG art that I really like. I hope it can inform the new art for the Lejendary Adventure re-release. (The article starts on page 27.)

Click: <http://ourworld.compuserve.com/homep.../imazine37.pdf>

Mystaros

Sunday, 6th August, 2006, 01:40 AM

My own theory...

Hey all,

Here's the post Gary mentioned earlier... sorry for how late it is, been quite busy in the pre-Gen Con rush.

Note that I have *no* inside information on anything having to do with 4E D&D... this is all speculation, based on my knowledge of the market. I could be way off base here...

Most likely scenario IMO:

D&D 4E is announced at Gen Con. It will, indeed, be miniatures-focused... WotC has steadily gained the upper hand in CMGs over the last year, and learned from the experience.

A basic boxed set is released for Christmas.

The "role-playing guide books" will be released starting in Spring, maybe a GTS-period launch. The "rpg guide books" will focus on "builds," so that players can maximize their characters on the field of battle.

Dungeon Masters will be optional in the core rules, as it will all be scenario, or "delve" based. Like in MMORPGs, there will be no real secrets; think Talisman or that Warhammer game some time back. There might be some randomness, with monsters in random rooms. Each scenario will be designed for quick play, an evening at most, so that players don't need to worry about putting together an extensive campaign, though that will, of course, be an option.

Organized Play will be a major factor, and characters will gain as much fame as players.

Essentially, D&D 4E will try, in every way possible, to emulate the MMORPG experience in a tabletop milieu.

As for the OGL and d20 System, well, they won't care. They can't stop it anymore, and, frankly, the market that remains for it is beneath their notice. They will be no more concerned with the players of 3.0/3.5 than they are for the 1.0 or 2.0 fans... and the small industry that remains, dedicated to d20/OGL offshoots, will be no competition.

Furthermore...

It has nothing to do with playability or design, and everything to do with the sales curve of a game. Games Workshop discovered this what, two decades ago? Most games have a very distinct sales curve that even the sharpest, widest marketing cannot break. This curve is such that when the game is new and released, it brings in the largest, widest variety of players possible; or perhaps, it peaks in this fashion shortly thereafter, such as D&D did when initially released (this post-release peak is usually experienced by the newest game types, such as when RPGs, CCGs, and CMGs were new, or with fad products, that hit small and then go big when the fad strikes).

Either way, sales always go downhill from there, and sales inevitably decline as there will always be, in the long run, a net loss of purchasing players (i.e., those who have not dropped out of the game AND have not reached their satiation point on products, and still buy new products). Eventually, the number of purchasing players declines to the point where it no longer becomes profitable to publish the game; for a large company like WotC or GW, this number is vastly higher than the number for most other companies in the industry, as they are, of course, much bigger companies and need much bigger sales and revenue.

This curve usually lasts for five to seven years. D&D 3.0 was released in 2000, six years ago this next week, more or less. 3.5 was not, under these kinds of considerations, a new game, which 3.0 very definitely was as compared to 2.0/2.5. While 3.5 gave D&D sales a slight bump, it was not enough to reset/restart the curve by any means, especially as a large-scale marketing push was not used along with the new edition -- and it didn't help that there were plenty of naysayers who wanted to stay with 3.0, and thus left behind more old gamers than would otherwise be normal.

Take the numbers with as big or small a grain of salt as you like, but in C&GR, D&D is selling maybe 1/3 what it used to in the hobby trade, and I'd say it is probably selling even worse than that in the mass, as there is little to no mass market advertising going on to drive new, non-hobby trade players to the game. That is certainly unacceptable by the levels of sales that Hasbro and WotC are used to dealing with, ergo, a new edition... a new GAME, in fact, will be needed. A game adapted to the changing market, where board-style games and MMORPGs rule the roost. With a big marketing push in the mass and in the hobby, it will bring in plenty of new blood, younger blood, that will stay with the game for five years or more -- still the same old demographic, white middle-class teen and tween boys -- until they discover cars and girls, or college-age non-fraternity men, who want something beer-and-pretzels to do on those nights when they aren't out drinking and hanging out at the bar.

Again, as for the current crowd of 3.0/3.5 players, any who make the jump will be icing on the cake... they will not, and cannot be the bread and butter of the new edition.

And then, when asked why we never saw this kind of trend with the earlier editions of D&D/AD&D...

In fact, D&D/AD&D have gone through new iterations quite regularly, though only rarely did TSR capitalize on the new editions with proper marketing... From 1981 through 1994, D&D went through three full-fledged editions (one ever 5 years or so), while AD&D rules went through four editions (officially, only two editions; I use the X.5 form to keep track with the official edition count) from 1977/1979 to 1999 (again, about every five years on average), while Third Edition Dungeons & Dragons had a major "tweak" after merely three years... and, I believe, will have a whole new edition announced at Gen Con, in time for 2007, if not Christmas 2006.

O r i g i n a l D u n g e o n s & D r a g o n s

1974 to 1979 (to AD&D) or 1981 (to B/X D&D)

1974 0.1E Original Dungeons & Dragons
1975 0.1E Greyhawk
1975 0.2E Blackmoor
1976 0.3E Eldritch Wizardry
1976 0.4E Gods, Demi-Gods, & Heroes
1977 0.5E Basic Dungeons & Dragons (Holmes Edition)

B / X, B E C M I, a n d C y c l o p e d i a D u n g e o n s & D r a g o n s

1981 to 1994

Three distinct editions

1.0 Edition, 1981 to 1983 (3 years)
2.0 Edition, 1983 to 1990 (8 years)
3.0 Edition, 1991 to 1994 (4 years)

1981 1.0E Basic/Expert Set (Moldvay/Cook/Marsh B/X Edition)

1983 2.0E Basic/Expert Set (Mentzer BECMI Edition)
1984 2.2E Companion Set
1985 2.4E Masters Set
1986 2.6E Immortal Set (BECMI D&D Line Complete)
1991 3.0E Cyclopedia (Allston Edition)
1994 3.5E Final D&D Boxed Set, the last true D&D product

Though not intentionally, AFAIK, each additional box in the BECMI series essentially "revised the whole game" (the Thief was the most specific example), but every set added something that altered something from a set before or vastly changed how everything was done from the ground up (War Machine, Weapon Mastery, the various classes one could "grow" into (i.e., perhaps the original "Prestige" classes), etc.).

A d v a n c e d D u n g e o n s & D r a g o n s

1977/79 to 1999

Two distinct editions, two mid-point editions

1.0 Edition, 1979 to 1984 (6 years from Complete to advent of 1.5E)
1.5 Edition, 1985 to 1988 (4 years)
2.0 Edition, 1989 to 1994 (6 years)
2.5 Edition, 1995 to 1999 (5 years)

Essentially, the game evolved at the mid point of each edition into a different game... many were the arguments in groups at the time (at least, to my experience) whether to adopt those new-fangled "Proficiencies" or to allow elements from the Options books... when players can't decide on the "core rules," that means there is a distinct "mid-point" edition had evolved, official or not...

1977 1.0E Monster Manual
1978 1.0E Player's Handbook
1979 1.0E Dungeon Master's Guide (1.0E Complete)
1980 1.0E Deities & Demigods
1981 1.0E Fiend Folio
1983 1.0E Monster Manual II
1985 1.5E Unearthed Arcana (1.5E Begins)
1985 1.5E Oriental Adventures
1986 1.5E Dungeoneer's Survival Guide
1986 1.5E Wilderness Survival Guide
1987 1.5E Dragonlance Adventures
1987 1.5E Manual of the Planes
1988 1.75E Greyhawk Adventures ("Compatible with the AD&D and 2nd Edition AD&D Game Systems")
1989 2.0E Player's Handbook
1989 2.0E Monstrous Compendium I (Folder)
1989 2.0E Dungeon Master's Guide
1993 2.0E Monstrous Manual (Book)
1995 2.5E Player's Handbook, Revised ("2nd Edition" dropped from logo, and even the "Advanced" section would slowly be de-emphasized)
1995 2.5E Dungeon Master's Guide, Revised
1995 2.5E Player's Option: Combat & Tactics
1995 2.5E Player's Option: Skills & Powers
1995 2.5E Dungeon Master's Option: High Level Campaigns
1996 2.5E Player's Option: Spells & Magic
1999 2.5E "Dungeons & Dragons" Boxed Set (actually an AD&D product)

T h i r d E d i t i o n D u n g e o n s & D r a g o n s

2000 to today (6 years)

Two distinct editions

3.0 Edition, August 2000 to August 2003 (3 years)
3.5 Edition, August 2003 to Today (3 years)

With 3.0, of course, EVERY different group has its own "edition" of the game, based upon what other options are used from the near infinite number of varieties of d20/OGL books available. The 3.5 rule set, really, is not even a new "mid-point" edition, as it consisted of a host of rules tweaks, as opposed to a wholesale addition/kludging on of new rules. And, of course, as compared to the changes wrought between 1.5E and 2.0E, the changes from 2.5E to 3.0E were massive, essentially transforming it to a whole different game... Translating a character from 1.5E to 2.0E was like upgrading a document from MS Word 2000 to MS Word 2003, while converting a character from 2.5E to 3.0E was more like converting a Word document to a PDF...

2000 3.0E Player's Handbook
2000 3.0E Dungeon Master's Guide
2000 3.0E Monster Manual

2003 3.5E Player's Handbook
2003 3.5E Dungeon Master's Guide
2003 3.5E Monster Manual

At the Absentminded

Sunday, 6th August, 2006, 02:08 AM

Question for Gygax:

When I read the AD&D first edition DM's guide, I get the feeling that when coming to a new area, the PCs were expected to spend time gathering information before they went out to kill things and take their stuff.

For example, a good-aligned party, upon hearing that there are goblins in the forest, should *not* have the immediate reaction of "Let's go kill them all!" More along the lines of "Huh, better not go through there unless we need to." They would need to wait until they confirmed news of said goblins raiding nearby settlements before they could go goblin-hunting. (Confirmation could consist of following tracks from a burned out farm back to the goblin cave, of course.) (All of this assumes that the goblins have *not* made a treaty requiring them to stay out of the forest, of course.)

So, 1) Am I being coherent enough to follow, and 2) Was this the kind of attitude you expected of good-aligned PCs?

-Albert the Absentminded

grodog

Sunday, 6th August, 2006, 05:48 AM

Quote:

*Originally Posted by **BluSponge***

EDIT: DAMN! Scooped by Grodog!

No worries Tom, your GT subscription date was still years before mine :D

grodog

Sunday, 6th August, 2006, 05:55 AM

Quote:

*Originally Posted by **Col_Pladoh***

I do not comment on potential expansions of my old modules.

That's understandable :D Did you use other pre-existing level maps in your publications over the years with TSR, TLG, etc., or, in general, did you create new maps for any adventures you were writing?

Quote:

*Originally Posted by **Col_Pladoh***

*As a matter of fact I invited Rob to co-write the *Lost Caverns of Tsojcanth* with me, after a couple of my PCs had adventured in his similarly mapped area. He declined, so I created a different map from that which he had made, and devised original encounters as well.*

That's that ;)

Thanks, as always, Gary. Would how you would approach a co-authored adventure be different than how you and Rob worked as co-DMs? My understanding from the various things you and Rob have written is that you would usually create levels and test them on each other, but that you didn't really collaborate on them, per se. Were there levels that you did in fact develop together vs. independently creating them, and then merging them into the joint schema?

Col_Pladoh

Sunday, 6th August, 2006, 04:09 PM

Quote:

*Originally Posted by **Al the Absentminded***

Question for Gyax:

...

So, 1) Am I being coherent enough to follow, and 2) Was this the kind of attitude you expected of good-aligned PCs?

-Albert the Absentminded

I believe that I comprehend your questions. As a matter of fact, any non-chaotic PC party should exercise a good deal of caution, investigate and prepare, before setting forth to assail any potential foe, provided they are not in service to a leige lord that directs them to venture out immediately.

Prudence is not an ethical trait, rather one of general understanding--intelligence and wisdom.

Cheers,
Gary

Col_Pladoh

Sunday, 6th August, 2006, 04:15 PM

Quote:

*Originally Posted by **grodog***

That's understandable :D Did you use other pre-existing level maps in your publications over the years with TSR, TLG, etc., or, in general, did you create new maps for any adventures you were writing?

As far as I can recall, I always created new maps for adventures that required them. That includes the one for *Isle of the Ape*, but not those for *Dungeonland* and *Land Beyond the Magic Mirror* where I used the exact same maps I created for the campaign group.

Quote:

Thanks, as always, Gary. Would how you would approach a co-authored adventure be different than how you and Rob worked as co-DMs? My understanding from the various things you and Rob have written is that you would usually create levels and test them on each other, but that you didn't really collaborate on them, per se. Were there levels that you did in fact develop together vs. independently creating them, and then merging them into the joint schema?

About all I can offer here is that a co-authored adventure usually has one of the writers furnishing the map, both developing the encounters thereon.

Cheers,
Gary

seskis281

Sunday, 6th August, 2006, 04:35 PM

Hi Gary,

I was wondering in your original campaigns if you developed the City of Greyhawk after the castle & dungeons, or did you establish the locale first as with the new Castle Zagyg material (which as I think I already said is excellent)?

On a tangent, was the Duchy of Tenh extrapolated from the Duchy of Ten in the original Blackmoor setting?

Cheers! :)

Col_Pladoh

Sunday, 6th August, 2006, 04:40 PM

Quote:

*Originally Posted by **seskis281***

Hi Gary,

I was wondering in your original campaigns if you developed the City of Greyhawk after the castle & dungeons, or did you establish the locale first as with the new Castle Zagyg material (which as I think I already said is excellent)?

the castle and dungeons came about a month before the first, one-page map of the City of Greyhawk.

Quote:

On a tangent, was the Duchy of Tenh extrapolated from the Duchy of Ten in the original Blackmoor setting?

Cheers! :)

As I never was privy to any campaign material that was created by Dave, I simply used a name similar to that which had been mentioned by him.

Cheers,
Gary

Blustar

Sunday, 6th August, 2006, 06:51 PM

Hey Gary, (long time no post)

A couple questions....

1. Are the new hardback LA books going to be updated and revised? (errata, clarifications, etc.) Or just reprints...
2. I really enjoyed the Egyptian themed novels you wrote and think they were a step up which include , " The Anubis Murders", "The Samarkand Solution" and "Death in Delhi" . (although I did enjoy your Greyhawk novels too) Was your module "Necropolis" for Dangerous Journeys after or before the novels? (or are they not related?)

I have the 3e version and the DJ version, have you thought of updating it to either LA or C&C being as they were widely praised as great modules? I think, since LA's setting (LE) is similar to Aerth, that Necropolis could fit well in the LA system. I ask because LA is missing (for me anyways) that super-module to get the juices flowing. Though we greatly enjoyed the High/Low Road series by J Creffield. (keep this guy on your payroll!!!!) I do have the Hall of Many Panes too but the module is too setting independent. I've read through it and like it a lot but it doesn't bring out what makes LE special. Anyways just passing along my enthusiasm for the LE setting...

3. Castle Zagyg is amazing and we love it! Just saying not a question. My sons first DM'ing campaign (we are using OAD&D) and its going great. (along with Dark Chateau) Some time before I turn 80 would be nice for parts 2,3,4 etc...but CZ will keep us occupied for a while anyway...Do you need us to intimidate Rob for you??

4. Are you done with novels? I really enjoyed the last 3. Too much of a time commitment? Was it not fun anymore? Health? Here's hoping you write a novel again sometime soon...

Cheers,

Blue

PS- This has been a great year for RPG's (for me) With Ptolus and Rapan Atthuk Reloaded bought and paid for, I'm set with the old school and new for many years...Now if only the rest of Zagyg would start trickling out...madness! :D

Quote:

*Originally Posted by **Blustar***

Hey Gary, (long time no post)

A couple questions....

Okay, and a couple is two, so I'll answer that many :]

:lol:

Quote:

1. Are the new hardback LA books going to be updated and revised? (errata, clarifications, etc.) Or just reprints...

The three hardbound LA game core rule books will be a revised and ex[anded edition

Quote:

2. I really enjoyed the Egyptian themed novels you wrote and think they were a step up which include , " The Anubis Murders", "The Samarkand Solution" and "Death in Delhi" . (although I did enjoy your Greyhawk novels too) Was your module "Necropolis" for Dangerous Journeys after or before the novels? (or are they not related?)

Piazo is considering reprinting the Magister Setne Inhetep fantasy mysteries. They are related to the whole of DJ game system, as they were set on the Mythus world setting, but being novels they could be set in some other fantasy earth without a problem. I wrote Necropolis adventure during the time I was working on the first or second of the novels--can't say which, but they are not connected to that module.

Quote:

I have the 3e version and the DJ version, have you thought of updating it to either LA or C&C being as they were widely praised as great modules? I think, since LA's setting (LE) is similar to Aerth, that Necropolis could fit well in the LA system. I ask because LA is missing (for me anyways) that super-module to get the juices flowing. Though we greatly enjoyed the High/Low Road series by J Creffield. (keep this guy on your payroll!!!!) I do have the Hall of Many Panes too but the module is too setting independent. I've read through it and like it a lot but it doesn't bring out what makes LE special. Anyways just passing along my enthusiasm for the LE setting...

I do not own the rights to Necropolis, so I can not convert it to the LA game system :\

Quote:

3. Castle Zagyg is amazing and we love it! Just saying not a question. My sons first DM'ing campaign (we are using OAD&D) and its going great. (along with Dark Chateau) Some time before I turn 80 would be nice for parts 2,3,4 etc...but CZ will keep us occupied for a while anyway...Do you need us to intimidate Rob for you??

Looks as if Rob has left the project, so I will have to do more of it myself. As my creative energy is not what it was a couple of years back, that means a bit of work that doesn't fit my semi-retirement... :eek:

Meantime, the many modules detailing the Town of Yggsburgh and its suburban areas are moving along well, about half in for content edition, and the remainder slated to be completed from late this month through November. The Trolls plan to release initially them in pdf format, in batches of four or so, I believe. As there are 24 total, each of rather sizeable proportions, 64 pages, this will make the place about the most detailed large fantasy community game setting.

The castle and dungeons will be done too, and that should pick up steam late this year.

Quote:

4. Are you done with novels? I really enjoyed the last 3. Too much of a time commitment? Was it not fun anymore? Health? Here's hoping you write a novel again sometime soon...

Cheers,

Blue

PS- This has been a great year for RPG's (for me) With Ptolus and Rapan Atthuk Reloaded bought and paid for, I'm set with the old school and new for many years...Now if only the rest of Zagyg would start trickling out...madness! :D

As I mentioned, I have limited energy and have semi-retired, so it is not likely that I'll be writing more novels. Frankly, I have too many game projects to oversee and work on, as well as business matters that seem to eat up a lot of time.

Having fun with RPGs, and sort of game, is one of the things I enjoy most. Great to learn you are knocking yourself out with the new material. Just don't burn out!

Cheerio,
Gary

trollwad

Sunday, 6th August, 2006, 09:52 PM

were you joking about the "rob has left the project" line?

Treebore

Sunday, 6th August, 2006, 10:01 PM

Quote:

*Originally Posted by **trollwad***

were you joking about the "rob has left the project" line?

If he has left the project it doesn't surprise me in the least iota. I've been expecting that ever since he joined, even more so now that he has been doing those Pied Piper projects.

Col_Pladoh

Sunday, 6th August, 2006, 10:26 PM

Quote:

*Originally Posted by **trollwad***

were you joking about the "rob has left the project" line?

Not in the least.

Cheers,
Gary

Col_Pladoh

Sunday, 6th August, 2006, 10:28 PM

Quote:

*Originally Posted by **Treebore***

If he has left the project it doesn't surprise me in the least iota. I've been expecting that ever since he joined, even more so now that he has been doing those Pied Piper projects.

I was rather surprised when he informed me that he was dropping it. Rob was the one that initially contacted me about doing such a project.

As I noted, it will proceed in any event.

Cheers,
Gary

Show 20 post(s) from this thread on one page



Gary Gygax Q&A: Part XI

Printable View

Show 20 post(s) from this thread on one page

Page 22 of 26 ◀◀ First ◀ ... 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 ▶ Last ▶▶

Treebore

Sunday, 6th August, 2006, 10:33 PM

Well, i'll refrain from saying any more since I don't want to risk getting in some kind of argument with him.

Col_Pladoh

Sunday, 6th August, 2006, 10:41 PM

Quote:

*Originally Posted by **Treebore***

Well, i'll refrain from saying any more since I don't want to risk getting in some kind of argument with him.

That is understandable. Why make unnecessary enemies? As a matter of fact, Rob's ideas about creating and marketing are quite different from my own, as I recently discovered. After much thought I simply accepted Rob's initial resignation from co-authoring the castle project and the expanded DMing anecdote collection as there is no common ground from which to work.

Cheers,
Gary

Melkor

Sunday, 6th August, 2006, 11:02 PM

That's somewhat bad news Gary - I know it would have been a lot easier on you had the two of you been able to work on material together.

Col_Pladoh

Sunday, 6th August, 2006, 11:15 PM

Quote:

*Originally Posted by **Melkor***

That's somewhat bad news Gary - I know it would have been a lot easier on you had the two of you been able to work on material together.

Spot on!

As Rob adventured a lot in my original castle, I in his, and we also co-DMed groups, we knew each others style, and what the castle should "feel" like, what the mysterious areas were all about, etc.

Working without him means I have to a great deal additional explanatory material for the growing list of special encounters I have on hand, expend a lot of time communication with another writer or team of same, carefully content edit each piece of the project.

Some semi-retirement :mad:

Cheers,
Gary

Blustar

Monday, 7th August, 2006, 12:17 AM

Quote:

*Originally Posted by **Col_Pladoh***

Okay, and a couple is two, so I'll answer that many :]

:lol:

The three hardbound LA game core rule books will be a revised and expanded edition

That's great news and I will be there with bells on...I hope to pre-order soon...

Quote:

Piazo is considering reprinting the Magister Setne Inhetep fantasy mysteries. They are related to the whole of DJ game system, as they were set on the Mythus world setting, but being novels they could be set in some other fantasy earth without a problem. I wrote Necropolis adventure during the time I was working on the first or second of the novels--can't say which, but they are not connected to that module.

They really should reprint them, I have no reservations recommending them to my friends...

Quote:

I do not own the rights to Necropolis, so I can not convert it to the LA game system

Too bad eh!!! I love the Egyptian theme. I saw the King Tut exhibit down here in Miami (last year) and it really inspired me. The dagger and crown were beyond cool...

Quote:

Meantime, the many modules detailing the Town of Yggsburgh and its suburban areas are moving along well, about half in for content edition, and the remainder slated to be completed from late this month through November. The Trolls plan to release initially them in pdf format, in batches of four or so, I believe. As there are 24 total, each of rather sizeable proportions, 64 pages, this will make the place about the most detailed large fantasy community game setting.

The castle and dungeons will be done too, and that should pick up steam late this year.

Wow, that's a lot of modules...I hope I recognize some names but I'll try them anyways. I really feel that CZ is one of your best works and I'm just hoping you can do something similar in the future for the LA system. (since I get to DM LA!) An adventure supplement like that for LA would be cool.

Quote:

As I mentioned, I have limited energy and have semi-retired, so it is not likely that I'll be writing more novels. Frankly, I have too many game projects to oversee and work on, as well as business matters that seem to eat up a lot of time.

Yes, I see that time is actually finite after all. Now, with Rob dropping out it will become more of a "problem". If it comes it comes and patience and confidence go hand in hand. I think things are going in the right direction for you either way. Positive thoughts heading your way...I hope there's no hard feelings between you guys and you still remain friends.

Quote:

Having fun with RPGs, and sort of game, is one of the things I enjoy most. Great to learn you are knocking yourself out with the new material. Just don't burn out!

I'm getting my gaming in with my son before he hits the dreaded teen years (16-19) and start "breaking away". (he's 12 now) I hope I'm still here when the fires of rebellion die down and we can keep gaming. :D

Blue

PS- Hey I "saw" you for the first time when I watched the DVD feature from the D&D second movie.(Wrath of the Dragon god) You looked good and my TV didn't break. I'm definitely keeping this DVD so I can show my friends what The Father of RPG's looks like. (fairly normal) :lol:

Treebore

Monday, 7th August, 2006, 12:30 AM

You don't own the rights to Necropolis? Is this the same one you did with Necromancer/White Wolf? If so, well, are you sure? I know today Necromancers practice is for co-ownership. Maybe WW had too much influence on contracts back in the beginning of d20?

I'll say two things about Necropolis. It has awesome Egyptian feel, and you are still the master of making *#@\$*!#!#&@ **## deadly traps!!

Col_Pladoh

Monday, 7th August, 2006, 12:37 AM

Quote:

*Originally Posted by **Blustar***

That's great news and I will be there with bells on...I hope to pre-order soon...

The trolls have a lot of work to do to put in all the corrections, additions and so forth. Before that happens the two core rules supplements will be offered as pdf, maybe even as paperback books. these are *Tome of Knowledge* and *More Beasts of Legend*.

Quote:

They really should reprint them, I have no reservations recommending them to my friends...

Erik Mona is putting the matter of the Setne Inhetep books to his superiors at Piao, so tell him ;)

Quote:

Too bad eh!!! I love the Egyptian theme. I saw the King Tut exhibit down here in Miami (last year) and it really inspired me. The dagger and crown were beyond cool...

As a lad my father often took me to the Egyptian exhibits in the Field Museum.

[/QUOTE]Wow, that's a lot of modules...I hope I recognize some names but I'll try them anyways. I really feel that CZ is one of your best works and I'm just hoping you can do something similar in the future for the LA system. (since I get to DM LA!) An adventure supplement like that for LA would be cool.[/QUOTE]
Each will have the Yggsburgh name as the first word in its title.

Quote:

Yes, I see that time is actually finite after all. Now, with Rob dropping out it will become more of a "problem". If it comes it comes and patience and confidence go hand in hand. I think things are going in the right direction for you either way. Positive thoughts heading your way...I hope there's no hard feelings between you guys and you still remain friends.

Gone are the days when one thinks that life goes on forever, eh? :lol:

Quote:

I'm getting my gaming in with my son before he hits the dreaded teen years (16-19) and start "breaking away". (he's 12 now) I hope I'm still here when the fires of rebellion die down and we can keep gaming. :D

Blue

Yuppers, a good plan. Son Alex, age 19 now works two jobs and has a girlfriend, so he doesn't game with me any more. Son Luke is off on the West Coast, married, and doesn't game with me either. Oldest son Ernie hosts a group of us to pplay boardgames but doesn't do much RPGing any longer.

Quote:

PS- Hey I "saw" you for the first time when I watched the DVD feature from the D&D second movie.(Wrath of the Dragon god) You looked good and my TV didn't break. I'm definitely keeping this DVD so I can show my friends what The Father of RPG's looks like. (fairly normal) :lol:

Heh!

I am right easy to see. Just drop by here most anytime. A fair number of folks do that, making an appointment first to be sure I'm around :lol:

Cheers,
Gary

JohnRTroy

Monday, 7th August, 2006, 12:39 AM

Quote:

*Originally Posted by **Treebore***

You don't own the rights to Necropolis? Is this the same one you did with Necromancer/White Wolf?

TSR/WoTC acquired the rights to all published Dangerous Journeys stuff when TSR/GDW and co came up with a settlement in 1994.

Necromancer went to Wizards directly and licensed the rights to the adventure and converted it to 3e D&D. I'm sure if Gary still owned Necropolis, it might have become a LA adventure instead.

Someday I wish somebody would bring back Epic of Aerth. That product is the only one you can't get a PDF of from Paizo (Mythus and Mythus Magick are available for \$4.00 each), and it's a great setting, with minimal game rules involved in the work and a lot of hints regarding creatures and it would make for a great setting for just about any game--LA, any edition of D&D, etc.

Col_Pladoh

Monday, 7th August, 2006, 12:39 AM

Quote:

*Originally Posted by **Treebore***

You don't own the rights to Necropolis? Is this the same one you did with Necromancer/White Wolf? If so, well, are you sure? I know today Necromancers practice is for co-ownership. Maybe WW had too much influence on contracts back in the beginning of d20?

*I'll say two things about Necropolis. It has awesome Egyptian feel, and you are still the master of making *#@\$*!#&@ **## deadly traps!!*

:uhoh:

The fellows at Necromancer games got the license for Necropolis from WotC, the owner of the copyright to the work via acquisition of TSR.

There are indeed some fiendish traps in that module :lol:

Cheers,
Gary

Treebore

Monday, 7th August, 2006, 12:49 AM

OK. I never realized that. Explains everything, then.

Blustar

Monday, 7th August, 2006, 01:23 AM

Quote:

*Originally Posted by **Col_Pladoh***

Spot on!

As Rob adventured a lot in my original castle, I in his, and we also co-DMed groups, we knew each others style, and what the castle should "feel" like, what the mysterious areas were all about, etc.

Working without him means I have to a great deal additional explanatory material for the growing list of special encounters I have on hand, expend a lot of time communication with another writer or team of same, carefully content edit each piece of the project.

SOME semi-retirement :mad:

*Cheers,
Gary*

Retirement is overrated isn't it? Wasn't Faust one retirement from damnation and hell? (or at least being satisfied) :p Onward! :]

Blue

Treebore

Monday, 7th August, 2006, 02:03 AM

Gary,

I'm retired too. If we didn't have these "projects" we'd go insane with boredom! Well, horseback riding is good too.

Treebore

Monday, 7th August, 2006, 02:11 AM

On the topic of "unexpected ways your creation of D&D has effected the world".

There is a certain Army (US) trainer of a certain type of Military Intelligence personnel, who is an avid gamer. She was told to come up with a way to effectively train personnel to deal with a variety of situations in the field. Guess what she used as her "model" for working up the roleplays and determining success? She's getting some nice accolades for coming up with it, too. Its been in use for over 3 years now.

Reports of noticeably better results in the field as well.

tx7321

Monday, 7th August, 2006, 03:01 AM

Gary, long time reader, first time poster.

I can't help but get depressed over this news about Rob leaving (why I'm posting). C&C has been a God-send to us "old schoolers" now with Rob gone, it'll be that much more difficult.

Oh well, take heart...it may still work out for the best. :D

I noticed your liking of old school artists from the 1E era: "That is all up to the Trolls, but I for one much prefer artwork more along the lines of that done by Trampier, Elmore, and Easley. Sadly, Tramp is no longer doing illustrations." I share your love of these artists and the newer artists as well.

Have you taken a look at the latest version of OSRIC.03, its cover reminds me of the late 70s, though more impressionistic. I see you as the guy with his fingers in the treasure chest ready to split ;) . Here is the link: <http://www.knights-n-knaves.com/osric/>

RFisher

Monday, 7th August, 2006, 04:55 AM

Quote:

*Originally Posted by **Col_Pladoh***

After much thought I simply accepted Rob's initial resignation from [...] the expanded DMinig anecdote collection as there is no common ground from which to work.

Oh! This is sad news indeed!

Are there plans to go ahead with publishing your own anecdotes, or should I start acquiring the issues of *Dragon* with them that I missed?

Sanguinemetaldawn

Monday, 7th August, 2006, 05:33 AM

Horseman's vs Footman's

Greetings again Col.

Anyway, I have a question about weapon esoterica that has been bugging me, and hopefully I can draw on your historical expertise.

The question has to do specifically with Horseman's weapons vs Footman's weapons (maces, flails, etc).

Now, my understanding has been that Horseman's weapons were typically smaller/lighter than the footman's weapon of the type, the reasons

being that generally only one hand was free (the other hand gripping the reins/shield/etc.) and greater control was necessary in order to avoid cracking one's mount on the head.

This seems to be corroborated by your damage listings for the weapons in 1st Ed. D&D

I recently read (can't remember where) that horseman's weapons needed to be longer, that a greater reach was required since they were striking from atop horseback. Although I don't remember the site, I remember it being reputable.

And both positions sound reasonable, which creates a bit of a tension in terms of developing weapons useful for attacking from horseback.

Any light you can shed on this? Would certainly be appreciated.

BluSponge

Monday, 7th August, 2006, 05:38 AM

Quote:

*Originally Posted by **JohnRTroy***

Someday I wish somebody would bring back Epic of Aerth. That product is the only one you can't get a PDF of from Paizo (Mythus and Mythus Magick are available for \$4.00 each), and it's a great setting, with minimal game rules involved in the work and a lot of hints regarding creatures and it would make for a great setting for just about any game--LA, any edition of D&D, etc.

No kidding, John. I would loved to have seen where that world would have gone. I have a love hate relationship with that setting. Love in that it calls to me to play around with every few months. Hate because everytime I read it I can't believe the derth of real plot hooks in it. There must be something to it, though, else I wouldn't have an almost visceral urge to use it as the basis of a campaign. About 2-3 suppliments would have cured that problem completely!

When my friend decided to run the Necropolis adventure in Greyhawk as opposed to using Aerth, I was quite disapointed. :(

Tom

Col_Pladoh

Monday, 7th August, 2006, 03:45 PM

Quote:

*Originally Posted by **Treebore***

On the topic of "unexpected ways your creation of D&D has effected the world".

There is a certain Army (US) trainer of a certain type of Military Intelligence personnel, who is an avid gamer. She was told to come up with a way to effectively train personnel to deal with a variety of situations in the field. Guess what she used as her "model" for working up the roleplays and determining success? She's getting some nice accolades for coming up with it, too. Its been in use for over 3 years now.

Reports of noticeably better results in the field as well.

I am flagging this URL for my son Luke who is an iffucer in the military.

Cheers,
Gary

Col_Pladoh

Monday, 7th August, 2006, 03:52 PM

Howdy tx7321,

Have no fear. The castle & dungeons project will go forward. the 24 detail modules of 64 pages fot the Town of Yggsburgh and environs are nearly completed now, so in a short time I can turn my attention to rounding up another team of dungeon developers :lol:

Now I need to get on with my busy schedule...some "semi=retirement" :]

Cheers,
Gary

Col_Pladoh

Monday, 7th August, 2006, 03:56 PM

Quote:

*Originally Posted by **RFisher***

Oh! This is sad news indeed!

Are there plans to go ahead with publishing your own anecdotes, or should I start acquiring the issues of Dragon with them that I missed?

That is a back burner project, but I have my columns set for a book ms. and will add new and older material as time permits. It will be a pretty slim volume, though, as I had asked rob to write sufficient anecdotes so as to have his work constitute about half the book.

If you don't moind waiting, the work will eventually see print...

Cheers,
Gary

All times are GMT +1. The time now is 03:54 PM.

Powered by [vBulletin®](#) Version 4.2.2

Copyright © 2014 vBulletin Solutions, Inc. All rights reserved.

Tynt Script Sponsored by [Information Technology Salary](#)

Credits System provided by [vBCredits II Deluxe \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Custom Navigation provided by [DragonByte Custom Navigation \(Lite\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Super PM System provided by [vBSuper_PM \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

User Alert System provided by [Advanced User Tagging \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Col_Pladoh

Monday, 7th August, 2006, 04:02 PM

Quote:

*Originally Posted by **Sanguinemetaldawn****Greetings again Col.**Anyway, I have a question about weapon esoterica that has been bugging me, and hopefully I can draw on your historical expertise.**The question has to do specifically with Horseman's weapons vs Footman's weapons (maces, flails, etc).**Now, my understanding has been that Horseman's weapons were typically smaller/lighter than the footman's weapon of the type, the reasons being that generally only one hand was free (the other hand gripping the reins/shield/etc.) and greater control was necessary in order to avoid cracking one's mount on the head.**This seems to be corroborated by your damage listings for the weapons in 1st Ed. D&D**I recently read (can't remember where) that horseman's weapons needed to be longer, that a greater reach was required since they were striking from atop horseback. Although I don't remember the site, I remember it being reputable.**And both positions sound reasonable, which creates a bit of a tension in terms of developing weapons useful for attacking from horseback.**Any light you can shed on this? Would certainly be appreciated.*

Hmmm...

I have no idea who asserted that horsemen's weapons had to be longer than those of footmen. To the best of my knowledge that is simply not the case. Horsemen used swords no longer than most footmen, shorter than many such as the hand-and-a-half and two-handed sword. Horsemen's lances were c.14' long, while long spears were 16' in length, pikes from 18' to 21'. A horseman's mace as well as war hammer and flail are considerably shorter than the large ones used two-handed by footmen.

In point of fact, horsemen generally fought other horsemen or rode down footmen not able to keep them at bay.

Cheers,
Gary

trollwad

Monday, 7th August, 2006, 04:05 PM

rob leaving the project

I guess I don't really understand your comment about "different creative ideas and marketing ideas" vis a vis you and rob. What difference would rob's ideas on marketing have on this project? Hadn't the general form (dark chateau plus 10 or so books) been set for a long time? I am generally aware of his new "sponsored projects" initiative on his website. Was he trying to change the published form of Zagyg?

With respect to the different creative ideas part, I'm a little surprised by that as well. Was there something in Dark Chateau that you disagreed with (I thought it was good). Comparing Dark Chateau to the other 20 things written by you that I own, there are certainly differences in your writing styles (most obviously: GG is the master of brevity with the Steading at 8 pages, Hommlet at 32 pages, etc.), but I'm not quite sure I see that many giant creative differences. Rob is probably a bit more "ornate" in his encounters whereas you tend to leave a bit more to the DM, but that didn't seem like a giant discrepancy.

I'm not trying to arouse any animosity between the two of you (and I'm not trying to say anything nasty about Rob other than express disappointment that my favorite project will be delayed again), I am just trying to understand what happened. I'm curious whether you think Dark Chateau is a viable entry point to the Castle Zagyg that you envision or whether you think it would be wise to start elsewhere.

Col_Pladoh

Monday, 7th August, 2006, 04:06 PM

Quote:

*Originally Posted by **BluSponge****...Hate because everytime I read it I can't believe the derth of real plot hooks in it. ...**Tom*

I have no sympathy for GMs that, given a detailed world setting, its economics, politics, and all the rest, are unable to make up adventures suitable for their own campaign :]

Must your hand be held constantly? :p

Cheers,
Gary

Col_Pladoh

Monday, 7th August, 2006, 04:11 PM

Quote:

*Originally Posted by **trollwad***

I guess I dont really understand your comment about "different creative ideas and marketing ideas" vis a vis you and rob. What difference would rob's ideas on marketing have on this project? Hadnt the general form (dark chateau plus 10 or so books) been set for a long time? I am generally aware of his new "sponsored projects" initiative on his website. Was he trying to change the published form of Zagyg?

With respect to the different creative ideas part, Im a little surprised by that as well. Was there something in Dark Chateau that you disagreed with (I thought it was good). Comparing Dark Chateau to the other 20 things written by you that I own, there are certainly differences in your writing styles (most obviously: GG is the master of brevity with the Steading at 8 pages, Hommlet at 32 pages, etc.), but Im not quite sure I see that many giant creative differences. Rob is probably a bit more "ornate" in his encounters whereas you tend to leave a bit more to the DM, but that didnt seem like a giant discrepancy.

I'm not trying to arouse any animosity between the two of you (and Im not trying to say anything nasty about Rob other than express disappointment that my favorite project will be delayed again), I am just trying to understand what happened. I'm curious whether you think Dark Chateau is a viable entry point to the Castle Zagyg that you envision or whether you think it would be wise to start elsewhere.

Beg pardon, but I am not going to discuss such matters in this sort of forum.

In point of fact, though, differing ideas as how to proceed have great meaning when one demands that one's particular notions be adhered to rather than the originally agreed-to format or else participation in the project will be withdrawn.

Cheers,
Gary

trollwad

Monday, 7th August, 2006, 05:33 PM

Thats understandable since it is so easy for mere statements like "we disagree creatively about x" to degenerate into disputes over the Internet and in hindsight it probably makes sense to avoid too much discussion. My main curiosity is really just seeing what exactly your differences in creative content are with Rob are not to denigrate anyone.

Maure Castle, as an example (which I also generally like, moreso the original rather than the add-ons), does not seem so terribly different from say Tsojcanth or the Forgotten Temple of Tharizdun. The two seem more stylistically similar than most 2e or 3e modules for example.

Oh well, no offense intended, it just seems curious that two people with such an incredibly long history together would be stylistically dissimilar.

ColonelHardisson

Monday, 7th August, 2006, 05:49 PM

Quote:

*Originally Posted by **trollwad***

Oh well, no offense intended, it just seems curious that two people with such an incredibly long history together would be stylistically dissimilar.

"Creative differences" is pretty common when it comes to matters that are, well, creative in nature. Creative people generally have very definite points of view and like anything they're involved in to be just so. Look at all the bands that have disintegrated due to "creative differences." It just means people don't see eye-to-eye about something in the creative process. Trying to nail down exactly what those creative differences entail is a futile endeavor, as they often include a lot of personal differences.

BluSponge

Monday, 7th August, 2006, 06:22 PM

Quote:

*Originally Posted by **Col_Pladoh***

I have no sympathy for GMs that, given a detailed world setting, its economics, politics, and all the rest, are unable to make up adventures suitable for their own campaign :]

Must your hand be held constantly? :p

No, but I like a cookie every now and then. Button soup gets old after awhile. :p

Tom

haakon1

Monday, 7th August, 2006, 07:00 PM

Quote:

*Originally Posted by **Mystaros***

As for the OGL and d20 System, well, they won't care. They can't stop it anymore, and, frankly, the market that remains for it is beneath their

notice. They will be no more concerned with the players of 3.0/3.5 than they are for the 1.0 or 2.0 fans... and the small industry that remains, dedicated to d20/OGL offshoots, will be no competition.

I wonder if D&D can be rescued? Perhaps the rights can be bought by a gaming company, or some Super Friends alliance like White Wolf, Goodman, and Troll Lords?

Col_Pladoh

Monday, 7th August, 2006, 07:19 PM

Quote:

*Originally Posted by **trollwad***

...

Oh well, no offense intended, it just seems curious that two people with such an incredibly long history together would be stylistically dissimilar.

No offense taken :D

For the major differences in question see my earlier response.

Cheers,
Gary

Col_Pladoh

Monday, 7th August, 2006, 07:20 PM

Quote:

*Originally Posted by **trollwad***

...

Oh well, no offense intended, it just seems curious that two people with such an incredibly long history together would be stylistically dissimilar.

No offense taken :D

For the major differences in question see my earlier response. It is not style that is in question but rather format and marketing.

Cheers,
Gary

Col_Pladoh

Monday, 7th August, 2006, 07:26 PM

Quote:

*Originally Posted by **BluSponge***

No, but I like a cookie every now and then. Button soup gets old after awhile. :p

Tom

Clearly you are not made of the stern stuff from which designers and able GMs are built :lol:

Cheers,
Gary

Col_Pladoh

Monday, 7th August, 2006, 07:30 PM

Quote:

*Originally Posted by **haakon1***

I wonder if D&D can be rescued? Perhaps the rights can be bought by a gaming company, or some Super Friends alliance like White Wolf, Goodman, and Troll Lords?

:lol:

The price for the mark and copyrights would surely be in the range of at least seven figures. there is a lot of licensing potential in them, especially in the area of mass entertainment.

Cheers,
Gary

Joshua Randall

Monday, 7th August, 2006, 07:43 PM

Esteemed Colonel,

In [another discussion](#), a question has arisen regarding certain "game-changing" 5th-level spells that typically become available at 9th level.

Those "game-changing" spells (1) allow you to travel vast distances (teleport), (2) allow you to thwart death (raise dead), and (3) allow you to tap the knowledge of the gods to get information (commune).

The question is, did you deliberately design (original) D&D so that these "game-changing" spells would become available precisely at 9th level? In other words, precisely when the PCs reach Name Level, they get access to "game-changing" spells -- was this intentional, or a fortuitous accident?

Col_Pladoh

Monday, 7th August, 2006, 10:59 PM

Quote:

*Originally Posted by **Joshua Randall***

Esteemed Colonel,

In [another discussion](#), a question has arisen regarding certain "game-changing" 5th-level spells that typically become available at 9th level.

Those "game-changing" spells (1) allow you to travel vast distances (teleport), (2) allow you to thwart death (raise dead), and (3) allow you to tap the knowledge of the gods to get information (commune).

The question is, did you deliberately design (original) D&D so that these "game-changing" spells would become available precisely at 9th level? In other words, precisely when the PCs reach Name Level, they get access to "game-changing" spells -- was this intentional, or a fortuitous accident?

Howdy,

Setting aside the suggestion that those particular spells are "game changing," which is highly debatable in my opinion, that they are gained at 9th level was quite intentional. Of course later on spells of sometimes greater power were added, so name level for magic-users moved up from 9th, eh?

Cheers,
Gary

MerricB

Tuesday, 8th August, 2006, 12:42 AM

Quote:

*Originally Posted by **Col_Pladoh***

:uhoh:

The fellows at Necromancer games got the license for Necropolis from WotC, the owner of the copyright to the work via acquisition of TSR.

There are indeed some fiendish traps in that module :lol:

Oh, there certainly are! Enough so that my friends still talk about the adventure. :)

It's funny: whenever they get cursed these days, one of them intones "That was the first curse of the Set Rahotep!" or whatever number seems appropriate. Given we've been playing a few board games that have curses of late, Rahotep's influence has been definitely spreading. :)

Thanks muchly, Gary!

Thunderfoot

Tuesday, 8th August, 2006, 12:52 AM

Not a gaming question but just wondered if you had seen [this](#) yet?

I nearly wet myself... :lol:

BOZ

Tuesday, 8th August, 2006, 07:07 AM

Quote:

*Originally Posted by **Piratecat***

That's what happens with memory moss!

tee hee! :D

thanks gary, and everyone else!

Col_Pladoh

Tuesday, 8th August, 2006, 03:38 PM

Quote:

*Originally Posted by **MerricB***

Oh, there certainly are! Enough so that my friends still talk about the adventure. :)

It's funny: whenever they get cursed these days, one of them intones "That was the first curse of the Set Rahotep!" or whatever number seems appropriate. Given we've been playing a few board games that have curses of late, Rahotep's influence has been definitely spreading. :)

Thanks muchly, Gary!

Heh... Welcome and my thanks for the good words :D

I had plans for an even more fearsome module with a computer game version where the Heroic Personas, let's call them PCs here, were to pursue Rahotep into the Egyptian underworld, the Duat. In the beginning of the module the PCs would be given aid by the benign deities of shadow, so that they could survive. In the computer version the player could have Setne Inhetep or a beefed up Khonsu Khiabet, or start his one PC. If the player killed Rahotep, or beat him to the exit, the bad guy loses, must remain in the underworld forever...maybe.

The setting is indeed wierd and horrific.

Cheers,
Gary

Rakin

Tuesday, 8th August, 2006, 03:40 PM

Hey Gary,

As someone that constantly feels that's more rewarding to flesh things out and figure things out myself, I rarely use or seek out tools to help my gaming, such as magazines, modules, premade maps and the such. I pretty much game only using the corebooks, a pencil, paper, character sheets, graph paper, and any notes I've written myself. I guess what my question is if I'm missing much? Or better yet what makes tabletop gaming fun for you or what makes it successful in your eyes? Is it the people you play with? Is it the story offered up by the GM? Is it the fights? Is it when something unpredictable happens? Is it when someone does something out of the ordinary to solve a puzzle? Or is it when others make you laugh ingame? Or something else. I know for most people they probably going to take the easy way out and say all of they above, doiy! But I was wondering if there was one certian thing that draws you to gaming.

I just want to make sure that my players are getting all that I can offer and that my obsession of that feeling I get when people usse something I create isn't getting in the way of my players having the best time they can. Thanks. :D

EDIT: Edited to offer up this question to anyone else reading in :)

Col_Pladoh

Tuesday, 8th August, 2006, 03:40 PM

Quote:

*Originally Posted by **Thunderfoot***

Not a gaming question but just wondered if you had seen [this](#) yet?

I nearly wet myself... :lol:

:lol:

Yes indeed. I received it from someone about a week ago, sent it around to my lists and various correspondents :)

Cheers,
gary

Col_Pladoh

Tuesday, 8th August, 2006, 03:43 PM

Quote:

*Originally Posted by **BOZ****tee hee! :D**thanks gary, and everyone else!*

:\

And not one groaning post regarding my clever pun on that:

"At least it doesn't grow south on you."

Maybe if I explain: Grow for go, south being a loss or bad, and moss being found on the north side of the tree trunk...

:heh:

Gary

ghul

Tuesday, 8th August, 2006, 03:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

:\

*And not one groaning post regarding my clever pun on that:**"At least it doesn't grow south on you."**Maybe if I explain: Grow for go, south being a loss or bad, and moss being found on the north side of the tree trunk...**:heh:**Gary*

At the root of it all, I lichen this to acorny form of punnery.

--Ghul ;)

grodog

Tuesday, 8th August, 2006, 03:58 PM

To quote Bill the Cat: "Ack! Thbbbt!" ;)

zypherillius

Tuesday, 8th August, 2006, 04:08 PM

Mordenkanen progression?

Hello Mr. Gyga, :)

My name is Andy, and this is my first time posting to one of your threads, so pardon if this has been asked before, there are too many threads to read through to find one answer, so I figured I'd just ask here. :)

What level had Mordenkanen made it to before you decided to retire him, or he met his *gulp* untimely demise? *gulp*

Again, my apologies if you have answered this question before and if I spelled His name wrong, I don't have the spelling right in front of me. :(

Thanks Mr. Gyga!

Andy

BOZ

Tuesday, 8th August, 2006, 04:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

:\

And not one groaning post regarding my clever pun on that:

"At least it doesn't grow south on you."

Maybe if I explain: Grow for go, south being a loss or bad, and moss being found on the north side of the tree trunk...

:heh:

Gary

no, i got it... i just groaned silently. :)

Rakin

Tuesday, 8th August, 2006, 07:39 PM

Gary,

Sorry for posting another question so quickly. Please don't take this as an attack, and I agree on your ideas that gaming isn't an "art" it's a game. But I can't help but notice that you also write novels in the same like settings as you would play your games in and to most writing, especially novels, is considered art. How do you keep the 2 separate? From maybe getting ideas for a novel in your head as you play? Or watching the gaming unfold in front of you like a fantasy novel and not go over the top and keep the game down to earth?

Treebore

Tuesday, 8th August, 2006, 08:19 PM

Quote:

*Originally Posted by **Rakin***

Hey Gary,

As someone that constantly feels that's more rewarding to flesh things out and figure things out myself, I rarely use or seek out tools to help my gaming, such as magazines, modules, premade maps and the such. I pretty much game only using the corebooks, a pencil, paper, character sheets, graph paper, and any notes I've written myself. I guess what my question is if I'm missing much? Or better yet what makes tabletop gaming fun for you or what makes it successful in your eyes? Is it the people you play with? Is it the story offered up by the GM? Is it the fights? Is it when something unpredictable happens? Is it when someone does something out of the ordinary to solve a puzzle? Or is it when others make you laugh in game? Or something else. I know for most people they probably going to take the easy way out and say all of they above, do it! But I was wondering if there was one certain thing that draws you to gaming.

I just want to make sure that my players are getting all that I can offer and that my obsession of that feeling I get when people use something I create isn't getting in the way of my players having the best time they can. Thanks. :D

EDIT: Edited to offer up this question to anyone else reading in :)

I felt like you the first few years I played (DMed). Then it came up that my games were somewhat predictable. It probably helped that we had been playing my campaigns for a couple of years at that point, but my style was predictable. They convinced me they were right so I started using Dungeon adventures. I found that I liked adapting the adventures and ideas into my own campaign and the infusion of fresh, great ideas also helped motivated me to "do better". Plus I became far less "predictable". Plus having the cool maps and many NPC's pre-gen'd for me were very nice bonuses.

So I say you are missing out on a lot. A ton of a lot. Such as Gary's Yggsburgh book. It may be made for C&C, but it still has a lot of classic Gary Fluff goodness for any setting. With lots more to come.

If you want recommendations start with Dungeon magazine, then check out the stuff put out by Necromancer (via Kenzer and White Wolf), Goodman Games, and Green Ronin. Then there are lots of others to try out from there.

Rakin

Tuesday, 8th August, 2006, 08:34 PM

Hmm good advice. :)

I'm not too sure I have too much of a problem with predictability (I'd have to ask my players). I seem to stump them from time to time and try very hard to come up with twists to my adventures.

But I do believe in your advice that at times my ideas can become stale. I guess my biggest fear is to get a certain play style stuck into my head, or reading something kind of subpar and get that stuck in my head and not being able to think of something better. Hmm, I guess what I'm trying to say is that instead of reading a lot of different things and trying to do as good or better than the "best" I hope to surpass it by accident, since I'm not setting any kind of bar, I'm not limiting myself.

Bah! Does any of that make sense? (Haha, and I doubt that I could really surpass any "professional" writer, maybe it's more of the idea that I might be keeping me kicking. :p)

Col_Pladoh

Tuesday, 8th August, 2006, 08:43 PM

Quote:

*Originally Posted by **ghul***

At the root of it all, I liken this to acorn form of punnery.

--Ghul ;)

I'll go out on a limb and quip that if it didn't bole you over at least it made you bark up, plant a few punning attempts of your own. I won't go on for fear that I'll use some old chestnuts.

Cheers,
Gary

Col_Pladoh

Tuesday, 8th August, 2006, 08:44 PM

Quote:

*Originally Posted by **grodog***

To quote Bill the Cat: "Ack! Thbbbt!" ;)

:lol:

A most satisfying reaction, thank you very much :cool:

Cheers,
Gary

Col_Pladoh

Tuesday, 8th August, 2006, 08:48 PM

Quote:

*Originally Posted by **zypherillius***

Hello Mr. Gygax, :)

My name is Andy, and this is my first time posting to one of your threads, so pardon if this has been asked before, there are too many threads to read through to find one answer, so I figured I'd just ask here. :)

*What level had Mordenkanen made it to before you decided to retire him, or he met his *gulp* untimely demise? *gulp**

Again, my apologies if you have answered this question before and if I spelled His name wrong, I don't have the spelling right in front of me. :(

Thanks Mr. Gygax!
Andy

:)

Hi Andy,

He is alive and well, and as I still occasionally play Mordenkainen, as usual I will decline to answer questions about his stats and level. I will say he is over 20th level and has some great magic items, though. bigby is still two levels lower than Mordenkainen, BTW.

Cheers,
Gary

Col_Pladoh

Tuesday, 8th August, 2006, 08:49 PM

Quote:

*Originally Posted by **BOZ***

no, i got it... i just groaned silently. :)

Public groaning is so much more satisfying that I stoop to troll for it... :lol:

Cheers,
Gary

Col_Pladoh

Tuesday, 8th August, 2006, 08:56 PM

Quote:

*Originally Posted by **Rakin***

Gary,

Sorry for posting another question so quickly. Please don't take this as an attack, and I agree on your ideas that gaming isn't an "art" it's a game. But I can't help but notice that you also write novels in the same like settings as you would play your games in and to most writing, espeically novels, is considered art. How do you keep the 2 seperate? From maybe getting ideas for a novel in your head as you play? Or watching the gaming unfold in front of you like a fantasy novel and not go over the top and keep the game down to earth?

Howdy Pilgrim,

Allow me to respond in this manner:

Writing fiction and game mastering are not at all similar. In the former the author relates a story from beginning to end, and the reader is a spectator to events given in the work.

Game mastering requires a setting and an initial plot line, players to take the roles of the protagonists, NPCs and monsters to be the adversaries. From that beginning the players direct the action, create new plots, alter the setting by their actions, give the basis for an ex post facto story.

The sort of fiction I write is more of a craft than an art. Shakespeare wrote artfully, and I believe that Jack Vance does so in his genre, imaginative fiction;)

Cheers,
Gary

Col_Pladoh

Tuesday, 8th August, 2006, 09:05 PM

Rakin,

I missed your post that Treebore responded to as quoted below.

While I agree with what he states, I must add that in my case I thought that I could provide better adventure material by doing it all myself. After a while I realized that such an assumption was short sighted and ill considered. There are many other creative minds that produce excellent adventure material. While one must separate the gold from the dross, so what? It is easier, less demanding on the GM, and gives the player group greater variety.

Additionally, the GM can always personalize material to suit his taste and that of his his group.

Cheers,
Gary

Quote:

*Originally Posted by **Treebore***

I felt like you the first few years I played (DMed). Then it came up that my games were somewhat predictable. It probably helped that we had been playing my campaigns for a couple of years at that point, but my style was predictable. They convinced me they were right so I started using Dungeon adventures. I found that I liked adapting the adventures and ideas into my own campaign and the infusion of fresh, great ideas also helped motivated me to "do better". Plus I became far less "predicatable". Plus having the cool maps and many NPC's pre-gen'd for me were very nice bonuses.

So I say you are missing out on a lot. A ton of a lot. Such as Gary's Yggsburgh book. It may be made for C&C, but it still has a lot of classic Gary Fluff goodness for any setting. With lots more to come.

If you want recommendations start with Dungeon magazine, then check out the stuff put out by Necromancer (via Kenzer and White Wolf), Goodman Games, and Green Ronin. Then there are lots of others to try out form there.

zypherillius

Tuesday, 8th August, 2006, 09:08 PM

Thank you mr gygax :)

Quote:

*Originally Posted by **Col_Pladoh***

He is alive and well, and as I still occasionally play Mordenkainen, as usual I will decline to answer questions about his stats and level. I will say he is over 20th level and has some great magic items, though. bigby is still two levels lower than Mordenkainen, BTW.

I had figured it had been asked before, I was just curious. Stats would take the fun out of it :)

Bigby does have some fun spells, but Mordenkainen should always stay the higher level I believe, the spells in later editions that bear his name are much more wicked than some that bear Bigby's name, but they are both very impressive all the same.

Thank you again Mr. Gygax and again I apologize for misspelling Mordenkainen's name.

Col_Pladoh

Tuesday, 8th August, 2006, 09:32 PM

Quote:

*Originally Posted by **zypherillius***

I had figured it had been asked before, I was just curious. Stats would take the fun out of it :)

Bigby does have some fun spells, but Mordenkainen should always stay the higher level I believe, the spells in later editions that bear his name are much more wicked than some that bear Bigby's name, but they are both very impressive all the same.

Thank you again Mr. Gygax and again I apologize for misspelling Mordenkainen's name.

Welcome!

Gamer geek time for me :heh:

Mordenkainen was adventuring in Rob's dungeon when he surprised a 3rd level magic-user of Evil persuasion. Mordie's charm spell worked on that worthy, whose name turned out to be Bigby. By dint of fellowship, lecturing, mentoring, and sharing with Bigby, he was not only turned from

CE to Neutral, but from there to a leaning towards CG as he considered his past actions.

Ain't you glad you asked a different question so that I could relate that? :lol:

Cheers,
Gary

haakon1

Tuesday, 8th August, 2006, 10:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

that they are gained at 9th level was quite intentional. Of course later on spells of sometimes greater power were added, so name level for magic-users moved up from 9th, eh?

To 11th . . . I was looking that up last night, even though I run 3.5e now . . . using level titles is still fun.

Hmmm, how would you translate levels to medieval guild positions? Is it more like this:

1st = apprentice
3rd = journeyman
5th = master
7th = guildmaster of the town
9th = grandmaster of the realm

Or this:

1st = apprentice
5th = journeyman
9th = master

I guess I could check the field level titles, but intuitively, I've always "felt" something like that the first. One of my fellow DM's considered 5th level the turning point, because it's wear mages get Fireball! :eek:

Rakin

Tuesday, 8th August, 2006, 10:28 PM

Thanks Col for both of your answers and how good they were. :D

I do realise I need to just bite the bullet and use other material one way I do do this is through reading novels. The hardest part I find about using other's adventures is the memorization. In my own world where I control all but the players and since I'm already in love with what I've created I have most of it already thought out or can wing things wihtouth much reprocrusion (sp),

On someone else's work I find myself getting nervous about not knowing enough and forgetting something that could make the rest of the module not make too much sense. Like for instance if a player asks a specific question of an NPC and the wrong answer could alter the rest of the module. Since my memory seems to lack more than others I find myself looking things up during roleplay Q&A, not very fun for anyone.
:confused:

I guess it's just seems easier to just use my own and not have to worry about screwin up.

Anyway, you should get back to your answering your complex indepth questions about the million little aspect of every little RPG made and all thier characters and not worry about me :lol: Good day and thank you. :)

Col_Pladoh

Tuesday, 8th August, 2006, 11:02 PM

Quote:

*Originally Posted by **haakon1***

Hmmm, how would you translate levels to medieval guild positions?

...

Or this:

*1st = apprentice
5th = journeyman
9th = master*

:cool:

I vote for the "Or this" ranking with the following additions:

2nd = seasoned apprentice
3rd = skilled apprentice
4th = senior apprentice

6th = experienced journeyman
7th = journeyman of merit
8th = senior journeyman

10th = senior master
12th = grand master
13th = guild master
14th = past master

:lol:
Gary

Col_Pladoh

Tuesday, 8th August, 2006, 11:05 PM

Quote:

Originally Posted by **Rakin**

Thanks Col for both of your answers and how good they were. :D

I do realise I need to just bite the bullet and use other material one way I do do this is through reading novels. The hardest part I find about using other's adventures is the memorization. In my own world where I control all but the players and since I'm already in love with what I've created I have most of it already thought out or can wing things wihtouth much reprocrusion (sp),

On someone else's work I find myself getting nervous about not knowing enough and forgetting something that could make the rest of the module not make too much sense. Like for instance if a player asks a specific question of an NPC and the wrong answer could alter the rest of the module. Since my memory seems to lack more than others I find myself looking things up during roleplay Q&A, not very fun for anyone.
:confused:

I guess it's just seems easier to just use my own and not have to worry about screwin up.

Anyway, you should get back to your answering your complex indepth questions about the million little aspect of every little RPG made and all thier characters and not worry about me :lol: Good day and thank you. :)

Worry?

We don't need no stinkin' worry!

Skim the material, ahve the map handy, and then, after reading the intro material, some aloud for the players, while remembering the more interesting parts, wing the rest of it. the material is your own when you are running it for your group ;)

Cheers,
Gary

Gary Gygax Q&A: Part XI

Printable View

Page 25 of 26 First ... 15 16 17 18 19 20 21 22 23 24 25 26 Last

Show 20 post(s) from this thread on one page

Delta

Wednesday, 9th August, 2006, 12:44 AM

Gary, how many magic items did you normally see on a name level (for example) PC in your D&D games?

I thought to ask as I looked at some of the classic AD&D adventures. With the 1981 printing of "Against the Giants", the "Caution" note says PCs should come with 2 or 3 magic items. But the "Original Tournament Characters" at the end have between 5 and 11 magic items each.

So what would you expect for PCs of this level: 2-3? Half-a-dozen? 10 or more magic items?

Col_Pladoh

Wednesday, 9th August, 2006, 01:41 AM

Quote:

*Originally Posted by **Delta***

Gary, how many magic items did you normally see on a name level (for example) PC in your D&D games?

I thought to ask as I looked at some of the classic AD&D adventures. With the 1981 printing of "Against the Giants", the "Caution" note says PCs should come with 2 or 3 magic items. But the "Original Tournament Characters" at the end have between 5 and 11 magic items each.

So what would you expect for PCs of this level: 2-3? Half-a-dozen? 10 or more magic items?

Who cares?

If the PCs are walking magic shope, the encounters get beefed up accordingly.

However...

Mordie has about six or seven he carries with him at all times, mainly things to up his AC and number of spells on tap.

Potions and scrolls count as only half or less of a normal, reusable item.

Cheers,
Gary

Delta

Wednesday, 9th August, 2006, 03:24 AM

Gary, thanks for the insight.

BOZ

Wednesday, 9th August, 2006, 04:18 AM

Quote:

*Originally Posted by **Col_Pladoh***

Public groaning is so much more satisfying that I stoop to troll for it... :lol:

*Cheers,
Gary*

i'll keep that in mind... sometimes you need to feed the troll to keep it from attacking. :)

Col_Pladoh

Wednesday, 9th August, 2006, 04:22 PM

Quote:

*Originally Posted by **Delta***

Gary, thanks for the insight.

:D

Welcome, and trust that you understood the opening of my response. The GM should not worry about limiting PCs' equipment of magical sort, merely manage it through "adjusted" encounters... :lol:

Cheers,
Gary

Col_Pladoh

Wednesday, 9th August, 2006, 04:25 PM

Quote:

*Originally Posted by **BOZ***

i'll keep that in mind... sometimes you need to feed the troll to keep it from attacking. :)

Boz the Wise...

That will likely cut the punning short, as the punster will be satisfied that his mission of twisted humor has had its desired effect.

:lol:
Gary

haakon1

Wednesday, 9th August, 2006, 06:01 PM

Quote:

*Originally Posted by **Col_Pladoh***

:cool:

I vote for the "Or this" ranking with the following additions:

2nd = seasoned apprentice

3rd = skilled apprentice

4th = senior apprentice

6th = experienced journeyman

7th = journeyman of merit

8th = senior journeyman

10th = senior master

12th = grand master

13th = guild master

14th = past master

:lol:

Gary

Thanks a lot, Gary. It's to know how you think about it. "Past Master" is a good category. :D

In the way I run my game, people don't need a trainer after they make 5th level . . . I guess that's a way of saying "journeyman" or at least you're ready to solo completely/your training is now complete.

SuStel

Wednesday, 9th August, 2006, 07:03 PM

Quote:

*Originally Posted by **Gary***

Quote:

*Originally Posted by **BluSponge***

My only hope is that you guys really, really, REALLY scour the power listings. My biggest gripe about the system ... is that every game session I had to confront some vague point in the power descriptions. Every. Game. Session. And yes, it was a different spell every time. I know Gary likes his rules fast and loose, but c'mon!

Grouse, whine, snivel!

Now, look Gary, that's exactly what BluSponge is talking about. That's just too darn vague. Is that a new ability list, a command to do more, a complaint, or your verbal response? C'mon, you can do better! :)

Treebore

Wednesday, 9th August, 2006, 07:22 PM

Quote:

*Originally Posted by **Col_Pladoh***

:D

Welcome, and trust that you understood the opening of my response. The GM should not worry about limiting PCs' equipment of magical sort, merely manage it through "adjusted" encounters... :lol:

*Cheers,
Gary*

No kidding!! I wish the current edition taught that instead of painstakingly measuring every gold piece of value and making sure it is in the "right range" for a given level of the party.

GAWD!!

Sorry! I'm still adjusting to regaining my DMing freedom now that I have "quit" 3E.

Col_Pladoh

Thursday, 10th August, 2006, 12:00 AM

Quote:

*Originally Posted by **haakon1***

... I guess that's a way of saying "journeyman" or at least you're ready to solo completely/your training is now complete.

Few persons are ever at their maximum potential. There is always benefit to further study, practice, and actual experience ;)

Cheers,
Gary

Col_Pladoh

Thursday, 10th August, 2006, 12:04 AM

Quote:

*Originally Posted by **SuStel***

Now, look Gary, that's exactly what BluSponge is talking about. That's just too darn vague. Is that a new ability list, a command to do more, a complaint, or your verbal response? C'mon, you can do better! ;)

:]

It is an observation regarding all those persons that expect me to completely develop and detail something when it is usually a case of me purposely being vague for the benefit of the GM. After all, it is made clear by me that the GM is the final authority, no? :confused:

Of course I do sometimes leave out a bit of critical information in my haste... :heh:

:lol:
Gary

Col_Pladoh

Thursday, 10th August, 2006, 12:06 AM

Quote:

*Originally Posted by **Treebore***

No kidding!! I wish the current edition taught that instead of painstakingly measuring every gold piece of value and making sure it is in the "right range" for a given level of the party.

GAWD!!

Sorry! I'm still adjusting to regaining my DMing freedom now that I have "quit" 3E.

:lol:

Revel in the newly regained liberty, amigo! Play the way the game form was designed to be played ;)

Cheers,
Gary

dead

Thursday, 10th August, 2006, 03:15 AM

Hi Gary,

Will there be a map of your Greyhawk city in the new Saga of Old City release?

Thanks

haakon1

Thursday, 10th August, 2006, 09:09 AM

Quote:

*Originally Posted by **Col_Pladoh***

Few persons are ever at their maximum potential. There is always benefit to further study, practice, and actual experience ;)

Nod. What I mean is, the journeyman no longer needs a trainer . . . he can train himself.

This is the stage where Yoda tells Luke his training is complete, or where Conan (in the movie) is freed from the fighting pits. I figure that's around 5th level.

Goken100

Thursday, 10th August, 2006, 11:09 AM

Hi Gary. I was wondering if you'd care to comment on the shift in popular fantasy fiction from swords and sorcery (Vance, Howard, and Leiber) to epic or "high" fantasy (Jordan, Feist, and Eddings). In particular, how has this shift affected fantasy role playing? Are people more interested in creating epic settings and campaigns to adventure in, and less concerned with exploring dungeons and finding magic relics? How about in your role playing, has it shifted in like manner, or has it changed in other ways?

Thanks much! Its an... *rolls*... honor to talk with you!

Gray Mouser

Thursday, 10th August, 2006, 05:54 PM

Quote:

*Originally Posted by **Col_Pladoh***

Welcome!

Gamer geek time for me :heh:

Mordenkainen was adventuring in Rob's dungeon when he surprised a 3rd level magic-user of Evil persuasion. Mordie's charm spell worked on that worthy, whose name turned out to be Bigby. By dint of fellowship, lecturing, mentoring, and sharing with Bigby, he was not only turned from CE to Neutral, but from there to a leaning towards CG as he considered his past actions.

Ain't you glad you asked a different question so that I could relate that? :lol:

*Cheers,
Gary*

I, for one, am glad the question came up again, Colonel :) The information about Bigby's change in alignment is new. You had said that he started out evil before but, as far as I know, the fact that he was Chaotic Evil is new. As is his leaning towards Chaotic Good. I just assumed that he was strongly neutral as I have gathered Mordenkainen is. Or does Bigby's master also lean towards the direction of weal?

Gray Mouser

Gray Mouser

Thursday, 10th August, 2006, 06:05 PM

Colonel,

The postings on level titles as they relate to guilds got me thinking. In many campaign worlds there are "Mage Guilds," which I assume are modelled on historical guilds (somehow ;). I have never really warmed to the idea of a Mage Guild, and there are none in my own campaign world, as it seems to me any locale with one would soon be a magocracy (to use a term from the DMG). My reading of the character to most Magic-Users (and by extension illusionists) from the DMG section on acquiring spells is that they are rather protective of sharing information and stand-offish when it comes to anyone but their own apprentices.

Anyway, my question is what say you on the matter? Does Oerth have its share of Mage Guilds and, if so, where are they. What keeps them in check from forming a hegemony wherever they come into power?

Gray Mouser

ColonelHardisson

Thursday, 10th August, 2006, 09:49 PM

Gary, when playing D&D, what alignment did your characters gravitate towards?

I have to admit that as a DM, I always ruled out evil PCs, and strongly encouraged good over neutrality. My players never really had a problem with it.

Col_Pladoh

Saturday, 12th August, 2006, 05:33 PM

Quote:

*Originally Posted by **ColonelHardisson***

Gary, when playing D&D, what alignment did your characters gravitate towards?

I have to admit that as a DM, I always ruled out evil PCs, and strongly encouraged good over neutrality. My players never really had a problem with it.

How D' Do Colonel :D

Most of my PCs were Neutral so that they could adventure with virtually any other alignment of PCs. There was a need for that, because alignments of the PCs I would join was all over the chart, chaotic to lawful, evil to good, with the neutral shades in the mix. I did have a few Chaotic Good ones, and one Chaotic Evil half-orc cleric/assassin that met an early end. The last PC I created for OAD&D was about five or six years ago, one Snurre Sharpnose, a gnome illusionist/thief of chaotic neutral sort.

Cheers,

Gary

Gray Mouser

Saturday, 12th August, 2006, 10:38 PM

Hey Gary, don't forget my question re: Mage Guilds, please! :)

Gray Mouser

▼ Page 25 of 26 ◀◀ First ◀ ... 15 16 17 18 19 20 21 22 23 24 26 26 ▶ Last ▶▶

Show 20 post(s) from this thread on one page

All times are GMT +1. The time now is 03:54 PM.

Powered by [vBulletin®](#) Version 4.2.2

Copyright © 2014 vBulletin Solutions, Inc. All rights reserved.

Tynt Script Sponsored by [Information Technology Salary](#)

Credits System provided by [vBCredits II Deluxe \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Custom Navigation provided by [DragonByte Custom Navigation \(Lite\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Super PM System provided by [vBSuper_PM \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

User Alert System provided by [Advanced User Tagging \(Pro\)](#) - [vBulletin Mods & Addons](#) Copyright © 2014 DragonByte Technologies Ltd.

Col_Pladoh

Sunday, 13th August, 2006, 03:39 PM

Quote:

*Originally Posted by **Gray Mouser****Colonel,**The postings on level titles as they relate to guilds got me thinking. In many campaign worlds there are "Mage Guilds," which I assume are modelled on historical guilds (somehow ;). I have never really warmed to the idea of a Mage Guild, and there are none in my own campaign world, as it seems to me any locale with one would soon be a magocracy (to use a term from the DMG). My reading of the character to most Magic-Users (and by extentional illusionists) from the DMG section on acquiring spells is that they are rather protective of sharing information and stand-offish when it comes to anyone but their own apprentices.**Anyway, my question is what say you on the matter? Does Oerth have its share of Mage Guilds and, if so, where are they. What keeps them in check from forming a hegemony wherever they come into power?**Gray Mouser*

Good thing you noted the question, 'Mouser, as I had indeed missed it. Sorry.

I did not have any magical guilds at all in my campaign, and that is why they are not mentioned in the WoG.

OTOH, I do have associations for all practitioners of the arcane arts in the LA game, as with other guilds most being located in large communities.

Your assumption about D&D mages being too likely to be sufficiently powerful to sieze government and rule is likely accurate. I see them as also rather elitest and secretive about their knowledge as you envisaged them to be. In the LA game the capacity to use magic is not limited to a class, there are competing associations, the ecclesiastics are potent, so a magocracy is not likely.

The LA game Enchanters' Guild will only accept memebbers that meet their strict requirements, they demand high initiation fees and membership dues, as well as payment for any services preformed for members, those being at half the cost demanded from non-members. In a way it might be thought of as a mixture of a country club and a universtoy faculty.

Cheers,
Gary

Gray Mouser

Sunday, 13th August, 2006, 11:53 PM

Hey Gary, thank for the info regarding Mage Guilds. The differences between AD&D and LA are interesting in this regard, especially.

Gray Mouser

rossik

Monday, 14th August, 2006, 06:44 AM

hi to all and hi to gary!

this is my first post, and i hope all can understand my bad english!

im from brazil, and here we had just one classic d&d material translated (the box with the red dragon attacking...and u could go to 5 th level max).

after that, we got some ad&d 2nd edition, undermountain, forgotten realms an a little more.
now we have so much thing translated ! (3rd edition, i mean)

so, gary, the question is: what do u feel knowing that you have touch the life of may people, in so many contries?

wasnt that a big responsibility, when u realized that? did it change the way you ake your material?

sorry for the silly question, the thing is that im a really big fan of your work (i mean, im just ANOTHER big fan..ehehehe)

best wishes to all

Col_Pladoh

Monday, 14th August, 2006, 04:36 PM

Quote:

*Originally Posted by **Gray Mouser***

Hey Gary, thank for the info regarding Mage Guilds. The differences between AD&D and LA are interesting in this regard, especially.

Gray Mouser

Happy to be of service :D

Cheers,
Gary

trollwad

Monday, 14th August, 2006, 04:42 PM

Gary, what do you make of OSRIC?

Col_Pladoh

Monday, 14th August, 2006, 04:48 PM

Hi Rossik :)

When I first wrote the D&D game it was to share with others, because I and the local gamers had so much fun with the game. Of course I also had an eye towards being able to work on games and related things as a career. The D&D game seemed the best way to start down that path, as I was sure the audience was at least 50,000 strong. Speaking of underestimation... :eek:

In the two years immediately after the game was published I learned a lot. Many people loved playing the game as much as we did, a lot of those fans were not familiar with wargaming and/or science fiction/fantasy literature, some lived in distant countrys.

It is indeed still quite humbling to me to have brought so much enjoyment to so many people virtually world wide. When I see the game and computer industries that have spring primarily from the D&D game, it is quite pleasantly astonishing. How gratifying to have assisted so many people in having fun and earning a livelihood :lol:

Ciao,
Gary

Goken100

Monday, 14th August, 2006, 05:14 PM

Quote:

*Originally Posted by **Goken100***

Hi Gary. I was wondering if you'd care to comment on the shift in popular fantasy fiction from swords and sorcery (Vance, Howard, and Leiber) to epic or "high" fantasy (Jordan, Feist, and Eddings). In particular, how has this shift affected fantasy role playing? Are people more interested in creating epic settings and campaigns to adventure in, and less concerned with exploring dungeons and finding magic relics? How about in your role playing, has it shifted in like manner, or has it changed in other ways?

*Thanks much! Its an... *rolls*... honor to talk with you!*

Hello again Mr. Gygax. At the risk of being annoyingly persistent... any thoughts?

Col_Pladoh

Monday, 14th August, 2006, 07:48 PM

Quote:

*Originally Posted by **Goken100***

Hello again Mr. Gygax. At the risk of being annoyingly persistent... any thoughts?

:confused:

Another post missed...likely because the notification of replies to threads to which I subscribe is very much an iffy thing. Anyway,

Frankly, I don't believe the contemporary trend towards what I consider pallid fantasy tales has much affect on FRPG game campaigns. The success of seek and destroy CRPGs certainly does, and as many are predicting, 4E might well be more akin to Diablo or Warcraft than to traditional RPGs.

Cheers,
Gary

Steverooo

Tuesday, 15th August, 2006, 10:39 AM

About time for a new thread?

rossik

Wednesday, 16th August, 2006, 12:27 AM

wow....thanks for the answer, mr. gygax!!!

i have another question, if u dont mind...

do u ever think on writing another RPG aid book, like the one u had a long time ago?

do u think that much have change in the way people play?

thanks again!

Col_Pladoh

Wednesday, 16th August, 2006, 06:14 PM

Quote:

*Originally Posted by **Steverooo***

About time for a new thread?

Yuppers!

I'll kick off another after I make a couple of posts hereon ;)

Cheers,
Gary

Col_Pladoh

Wednesday, 16th August, 2006, 06:26 PM

Quote:

*Originally Posted by **rossik***

wow....thanks for the answer, mr. gygax!!!

i have another question, if u dont mind...

do u ever think on writing another RPG aid book, like the one u had a long time ago?

do u think that much have change in the way people play?

thanks again!

Hello Rossik,

You are most welcome.

I have not considered writig another book about playing RPGs. Although there are some style changes, and different approaches as to the level of danger appropriate for PCs, the game form is virtually unchanged from c. 1979. Thus I see no need for any further comment. Additionally, I wold not be able to say much ythat is positive regarding some contemporary notions... :lol:

Cheers,
Gary

Col_Pladoh

Wednesday, 16th August, 2006, 06:27 PM

Quote:

*Originally Posted by **rossik***

wow....thanks for the answer, mr. gygax!!!

i have another question, if u dont mind...

do u ever think on writing another RPG aid book, like the one u had a long time ago?

do u think that much have change in the way people play?

thanks again!

Hello Rossik,

You are most welcome.

I have not considered writig another book about playing RPGs. Although there are some style changes, and different approaches as to the level of danger appropriate for PCs, the game form is virtually unchanged from c. 1979. Thus I see no need for any further comment. Additionally, I wold not be able to say much that is positive regarding some contemporary notions... :lol:

Cheers,
Gary

rossik

Thursday, 17th August, 2006, 01:33 PM

thanks for the reply, mr gygax (wow, still cant believe im talking to you!!!!)

i was wondering about two things:

reading the temple of elemental evil, i notice that when u wrote something like " 5 Zombies", you put Hp for all the zombies, and not just a "generic number" for them all. same thing to gems value.

the question is why have this changed over the years? do you think its important to do that little things in anticipation of an adventure ? people are getting lazy? :p

i like that way, makes some "russian roulette" (dont know if i translated right..ehhehe..sorry) feeling, as u dont know if u are going to take the strong or the weak one .

Col_Pladoh

Thursday, 17th August, 2006, 06:52 PM

Quote:

*Originally Posted by **rossik***

thanks for the reply, mr gygax (wow, still cant believe im talking to you!!!!)

:)

You are doing just that in virtual manner.

Quote:

i was wondering about two things:

reading the temple of elemental evil, i notice that when u wrote something like " 5 Zombies", you put Hp for all the zombies, and not just a "generic number" for them all. same thing to gems value.

*the question is why have this changed over the years? do you think its important to do that little things in anticipation of an adventure ? people are getting lazy? :p
i like that way, makes some "russian roulette" (dont know if i translated right..ehhehe..sorry) feeling, as u dont know if u are going to take the strong or the weak one .*

It is a simple matter, actually: As a designer and as a GM I have grown tired of having weak monsters and lavish treasure where the intent was to have potent monsters and skimpy loot.

I assume that the GM using the published material will alter the fixed numbers given to suit his campaign style and his preferences as well as those of his players.

Be warned, when I do stats for the C&C system's criters, I am prone to using d10 and d12, and having the range between 7 and 10, to 7 and 12, with no low end possibilities on each HD. that seems logical to me for a normal and robust monster;)

Cheer,
Gary

rossik

Thursday, 17th August, 2006, 08:56 PM

mmm....i see....

sorry for asking this, but.... :heh: ...whats c&c?... :heh:

theres a lot of abbreviation around here, and i cant find some of them..

is that something about osric?

sorry, its my half orc side :uhoh:

BOZ

Thursday, 17th August, 2006, 09:02 PM

Castles & Crusades

Breakdaddy

Thursday, 17th August, 2006, 09:08 PM

Quote:

*Originally Posted by **rossik***

mmm....i see....

sorry for asking this, but.... :heh: ...whats c&c?... :heh:

theres a lot of abbreviation around here, and i cant find some of them..

is that something about osric?

sorry, its my half orc side :uhoh:

c&c is Castles & Crusades, a game published by Troll Lord Games (www.trolllord.com) that has a lot of old school feel but uses a modern OGL mechanic as its base.
Troll Lord also publishes a liter version of Gary's own game system, Lejendary Adventure which is also worth a look.

rossik

Thursday, 17th August, 2006, 09:30 PM

thanks guys!

that helped a lot!

oh, one more thing:

risking to go too far (sorry for that!!), whats the chance of getting an autograph from mr gygax?

there is nothing like a fan club here, in brazil... :(